Lamentations of the Flame Princess

Weird Fantasy Role-Playing

18+
EXPLICIT CONTENT

Player Core Book

Rules & Magic

PRICE LIST

ANIMALS	CITY	RURAL
Carrier Pigeon	100 sp	100 sp
Dog	1 sp	2 sp
Horse, Riding	100 sp	100 sp
War	500 sp	–
Livestock	10 sp	5 sp
Mule	50 sp	25 sp
Pony	75 sp	50 sp

CONTAINERS	CITY	RURAL
Backpack	3 sp	1 sp
Barrel	1 sp	5 sp
Chest	10 sp	5 sp
Pouch	5 cp	1 cp
Quiver	5 sp	10 sp
Sack	5 cp	2 cp
Saddlebag	1 sp	5 cp

VEHICLES	CITY	RURAL
Cart	50 sp	25 sp
Coach	500 sp	–
Wagon	150 sp	75 sp
Chariot	250 sp	–
Boat, Raft	5 sp	5 sp
Canoe	30 sp	25 sp
Lifeboat	100 sp	–
Ship, Trireme	10,000 sp	–
Quadrireme	50,000 sp	–
Longship	30,000 sp	–
River Galley	4,000 sp	8,000 sp
Riverboat	1,000 sp	2,000 sp
Sailboat	6,000 sp	12,000 sp
Cog	15,000 sp	–
Caravel	39,000 sp	–
Carrack	48,000 sp	–
Galleon	60,000 sp	–
Cutter	45,000 sp	–
Brig	90,000 sp	–
Corvette	135,000 sp	–
Frigate	180,000 sp	–

FOOD	CITY	RURAL
Bottle of Wine/Liquor, Poor	5 cp	2 cp
Decent	> 1 sp	> 1 sp
Rich	> 10 sp	–
Drink, Cheap	1 cp	1 cp
Decent	3 cp	2 cp
Good	6 cp	4 cp
Rich	> 15 sp	> 10 sp
Meal, Fancy	1 sp	5 cp
Horrid	2 cp	1 cp
Rich	> 15 sp	> 10 sp
Standard	5 cp	3 cp
Rations, Iron/Day	2 sp	1 sp
Standard/Day	1 sp	5 cp
Feed, Animal/Day	1 sp	5 cp

SERVICES	CITY	RURAL
Post, Local	1 sp	–
Municipal	5 sp	–
Kingdom	15 sp	15 sp
Outrealm	25 sp	25 sp
Coach, Local	1 sp	–
Travel, per day	10 sp	10 sp
Charter, per day	20 sp	–
Freight, per pound per day	5 cp	5 cp
Ship, Passage, per day	2 sp	–
Charter, per day	100 sp	100 sp

LODGING	CITY	RURAL
Barn	–	1 cp
Inn, Poor	1 sp	5 cp
Average	5 sp	2 sp
Secure	10 sp	5 sp
Fancy	> 25 sp	> 2 sp
Extravagant	> 100 sp	> 25 sp
Rent, 1 month (per 10' sq.)	30 sp	15 sp

MISCELLANEOUS EQUIPMENT	CITY	RURAL
Air Bladder	1 sp	1 sp
Bedroll	2 sp	1 sp
Block and Tackle	2 sp	3 sp
Book, Blank	5 sp	10 sp
Reading	10 sp	20 sp
Spell (Blank)	100 sp	–
Caltrop	5 cp	–
Candle	1 cp	1 cp
Chain, per foot	1 sp	2 sp
Chalk	1 cp	1 cp
Clothing, Extravagant	> 20 sp	–
Normal	5 sp	2 sp

Poor	1 sp	5 cp
Winter Travel	10 sp	5 sp
Cooking Pots	1 sp	5 cp
Crampons	5 sp	5 sp
Crowbar	2 sp	2 sp
Drill	5 sp	5 sp
Fishing Gear	1 sp	1 sp
Flask of Lamp Oil	5 cp	5 cp
Garlic	3 cp	1 cp
Gem	> 5 sp	> 5 sp
Grappling Hook	5 sp	10 sp
Holy Symbol, Silver	25 sp	50 sp
Steel	10 sp	10 sp
Wood	1 sp	1 cp
Holy Water	25 sp	25 sp
Hourglass	100 sp	–
Ink	1 cp	5 cp
Instrument	> 1 sp	> 5 sp
Jewelry	> 10 sp	> 10 sp
Ladder, 10′	10 sp	7 sp
Lantern	3 sp	5 sp
Lard	1 cp	1 cp
Lock	7 sp	10 sp
Mallet	3 cp	3 cp
Manacles	10 sp	15 sp
Map, Kingdom	10 sp	25 sp
Local	1 sp	5 sp
Mirror, Glass	10 sp	15 sp
Silver	30 sp	–
Steel	1 sp	5 sp
Nails	1 cp	2 cp
Paper	2 cp	2 cp
Pick, Miner's	6 sp	12 sp
Pipe	1 sp	5 cp
Pole, 10′	1 sp	5 cp
Riding Gear	25 sp	10 sp
Rope, 50′	3 sp	3 sp
Scroll Case	1 sp	3 sp
Shovel	3 sp	3 sp
Soap	1 cp	1 cp
Specialist's Tools	50 sp	–
Spike, Iron	3 cp	5 cp
Wooden	1 cp	1 cp
Spyglass	250 sp	–
Tent, Grand	25 sp	–
Pavilion	50 sp	–
Personal	5 sp	10 sp
Regular	10 sp	20 sp
Tinderbox	1 sp	5 sp
Tobacco	1 sp	5 cp
Torch	1 cp	1 cp
Vial or Bottle, Empty	5 cp	7 cp
Waterskin	1 sp	1 sp
Whistle	1 sp	1 sp
Wolvesbane	1 sp	1 cp

ARMOR	CITY	RURAL
Armor, Leather	25 sp	50 sp
Chain	100 sp	–
Plate	1,000 sp	–
Shield	10 sp	25 sp
Barding, Leather	250 sp	–
Chain	500 sp	–
Plate	1,000 sp	–

MÊLÉE WEAPONS	CITY	RURAL
Cestus	10 sp	–
Garrote	5 sp	–
Lance	30 sp	–
Mancatcher	20 sp	–
Polearm	30 sp	–
Rapier	15 sp	–
Spear	5 sp	3 sp
Staff	5 sp	3 sp
Weapon, Great	50 sp	–
Medium	20 sp	50 sp
Minor	5 sp	5 sp
Small	10 sp	10 sp
Whip	10 sp	25 sp

MISSILE WEAPONS	CITY	RURAL
Blowgun	5 sp	–
Bow, Long	45 sp	–
Short	25 sp	25 sp
Crossbow, Heavy	30 sp	–
Light	25 sp	–
Rock	–	–
Sling	1 sp	5 cp
Dart	1 sp	–
Spear	5 sp	3 sp
Other Thrown Weapon	same as mêlée equiv.	

Italicized items are Non-Encumbering. Items listed in ***both*** italics and bold are Oversized.

Lamentations of the Flame Princess

WEIRD FANTASY

Role-Playing

Player Core Book:

Rules & Magic

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Character Creation

ROLL ABILITY SCORES

Roll 3d6 for each ability score (Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom), in order, and record them on your character sheet.

A player can decide to swap the position of one ability score that was rolled with another.

Each ability score has a Modifier which is associated with it:

ABILITY SCORE	MODIFIER
3	–3
4–5	–2
6–8	–1
9–12	0
13–15	+1
16–17	+2
18	+3

EXPLANATION OF ABILITY SCORES

CHARISMA

Charisma is the measure of a character's aptitude for leadership and the respect that others bestow on the character's authority. It is not a measure of the appeal of a character's personality (the player must portray the character's personality) nor a measure of the character's beauty. Charisma modifiers affect both the character's ability to hire retainers and the loyalty of those retainers.

CONSTITUTION

Constitution is the measure of a character's health, vitality, and toughness. Constitution modifiers affect a character's Hit Points and fitness for certain physical activities such as traveling long distances.

DEXTERITY

Dexterity is the measure of a character's agility and reflexes. Dexterity modifiers affect a character's Armor Class, ability to hit with ranged weapons, and ability to act first in combat.

SUMMARY

1. Roll Ability Scores
   a. *Note Bonuses*
   b. *Is the Character Suitable?*
2. Choose a Character Class
   a. *Determine Hit Points*
   b. *Record To-Hit Bonuses and Saving Throws*
3. Select Alignment
4. Determine Starting Possessions
   a. *Roll Money*
   b. *Buy Equipment*
5. Choose a Name

INTELLIGENCE

Intelligence is the measure of a character's knowledge prior to the start of play. Intelligence does not measure a character's memory or ability to solve puzzles; it is the player's wits that must be used in these situations. Intelligence modifiers affect the character's ability to learn languages, are added to saving throw rolls against Magic-User spells, and for Magic-Users it affects the time (and thus expense) required to research spells and create magic items, as well as influencing the saving throws of those subject to the Magic-User's spells.

STRENGTH

Strength is a measure of a character's raw power. Strength modifiers affect a character's ability to hit in mêlée combat, open stuck doors, or succeed in unarmed combat.

WISDOM

Wisdom is the measure of a character's connection to the greater universe, and the strength of the character's spirit. Wisdom does not affect the character's ability to make good decisions or judge situations or characters; it is the player's own judgment which must be used in these situations. Wisdom modifiers affect the character's non-spell related saving throw rolls, and for Clerics it affects the time (and thus expense) required to research spells and create holy items, as well as influencing the saving throws of those subject to the Cleric's spells.

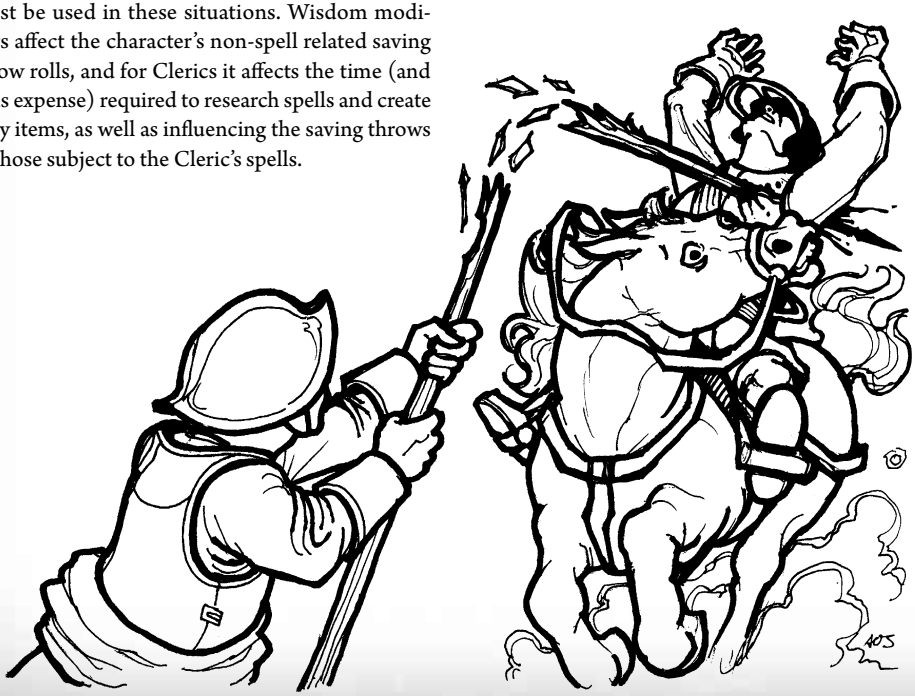
IS THE CHARACTER SUITABLE?

If the total of all of the character's ability score modifiers is less than zero, then the player may discard the character and begin the process again.

CHOOSE A CHARACTER CLASS

Every Player Character must choose a class. Most people encountered in the game world will have no character class at all, and are known as zero or '0' level characters. A character's class cannot be changed once play begins.

Four of the Player Character classes are human: Cleric, Fighter, Magic-User, and Specialist. Non-humans are classes unto themselves, and those available to the players are known as Demi-Humans: Dwarf, Elf, and Halfling.



DETERMINE HIT POINTS

Randomly determine the character's starting Hit Points (HP) according to his level chart, and add the character's Constitution modifier. First level characters have a minimum number of Hit Points they possess. If the rolled amount is less than the indicated number on the following chart, simply use the number shown on the chart instead.

CLASS	MINIMUM HIT POINTS
Cleric	4
Fighter	8
Magic-User	3
Specialist	4
Dwarf	6
Elf	4
Halfling	4

These minimums are not used when rolling for Hit Points gained after first level. For determining Hit Points at level two and higher, it is simply the shown die roll plus the Constitution modifier.

The character's starting Hit Points are the maximum Hit Points the character can ever have without gaining a level. While the character will lose Hit Points in various ways during the course of adventuring, there are different methods of healing damage done. No amount of healing can cause the character to gain more than his normal maximum number of Hit Points.

RECORD ATTACK BONUS AND SAVING THROWS

In combat, the attacking character makes a d20 roll, and if the roll (after all modifiers are applied) is equal to or greater than the target's Armor Class, the attack is a success. A natural 20 is always a hit (unless the enemy is only vulnerable to special weapon types which the attacker does not possess, but this is a rare situation), and a natural 1 is always a miss.

Many characters, including all Player Characters, get an Attack Bonus which they add to their to-hit roll. As the following chart shows, most classes get a +1 Attack Bonus. The Fighter (and only the Fighter) gets an Attack Bonus of +2 at first level, and gains an additional +1 every time a level is gained.

FIGHTER	ALL OTHERS	ATTACK BONUS
Level 0	Level 0	0
–	Level 1+	+1
Level 1		+2
Level 2		+3
Level 3		+4
Level 4		+5
Level 5		+6
Level 6		+7
Level 7		+8
Level 8		+9
Level 9+		+10

Saving throw charts for Player Characters of all classes and levels are found within the individual class descriptions. The Referee will inform the player when a saving throw needs to be made, and what category of save it is. The number on the chart is the number that needs to be rolled (after all modifiers are applied), or higher, to successfully save. A natural 20 is always a successful save, and a natural 1 is always a failed save.

These saving throws cover all possible save situations. When there is a doubt as to which save category to use, start at the left column on the Saving Throw chart and move to the right, using the first category which matches the particular effect.

- ¶ Paralyzation will cover any effect in which the victim is unable to move (such as petrification, being the subject of a *Hold Person* or *Web* spell, etc.).
- ¶ Poison will be used for any situation where Hit Points are irrelevant and the result is unconsciousness or death.
- ¶ Breath Weapon is used for area effects. ➢

- Magical Device includes situations with all magic items that have spell-like effects, be they wands, staves, rings, etc.
- Magic includes any magical effect from a cast spell or innate ability.

SELECT ALIGNMENT

Alignment is a character's orientation on a cosmic scale. It has nothing to do with a character's allegiances, personality, morality, or actions. Alignments will mostly be used to determine how a character is affected by certain magical elements in the game. The three alignments are Lawful, Neutral, and Chaotic.

LAWFUL

The universe has an ultimate, irrefutable truth, and a flawless, unchanging plan towards which all events inevitably march. As time moves on, all distraction and resistance to this plan falters until everything is in its perfect state forevermore, without alteration or the possibility of possibilities. Those who are Lawful in alignment are part of an inevitable destiny, but have no knowledge of what that destiny is and what their role will be in fulfilling it. So they are forever looking for signs and omens to show them their proper way.

CHAOTIC

The howling maelstrom beyond the veil of shadows and existence is the source of all magic. It bends and tears the fabric of the universe; it destroys all that seeks to be permanent. It allows great miracles as reality alters at the whim of those that can call the eldritch forces, and it causes great catastrophe as beings we call demons (and far, far worse) rip into our reality and lay waste to all. Everything that is made will be unmade. Nothing exists, and nothing can ever exist, not in a way that the cosmos can ever recognize. Those who are Chaotic in alignment are touched by magic, and consider the world in terms of ebbing and flowing energy, of eternal tides washing away the sand castles that great kings and mighty gods build for themselves. Many mortals who are so aligned desperately wish they were not.

NEUTRAL

To be Neutral is merely to exist between the forces of Law and Chaos. Mortal beings exist as Neutral creatures, and remain so throughout their existence unless taking specific steps (often unwittingly) to align themselves otherwise. In fact, most beings would be rather displeased with the notion of pure Law and Chaos, as they are defined in alignment terms. Even most who would claim allegiance to Law or Chaos are not actually Lawful or Chaotic. In the real world, every human being that has ever existed has been Neutral.

Clerics must be Lawful. Elves and Magic-Users must be Chaotic. All others are free to choose their alignment.

DETERMINE STARTING POSSESSIONS

All characters begin their adventuring careers with money and equipment with which to start their adventuring career. Players will roll for how much money their character begins with, and then buy equipment with that money. All equipment is assumed to have been acquired before play starts.

The basic unit of money in *LotFP: Weird Fantasy Role-Playing* is the Silver Piece. A number of other coins are also used with the following conversion rates:

CURRENCY CONVERSION
1 Gold Piece (gp)
= 50 Silver Pieces (sp)
= 500 Copper Pieces (cp)

STARTING MONEY

Every character begins with 3d6 × 10 sp. If a character starts above first level, then he begins with 180 sp plus 3d6 × 10 sp for every level greater than one. For example, a fourth level character would begin with 180 + (9d6 × 10 sp).

BUY EQUIPMENT

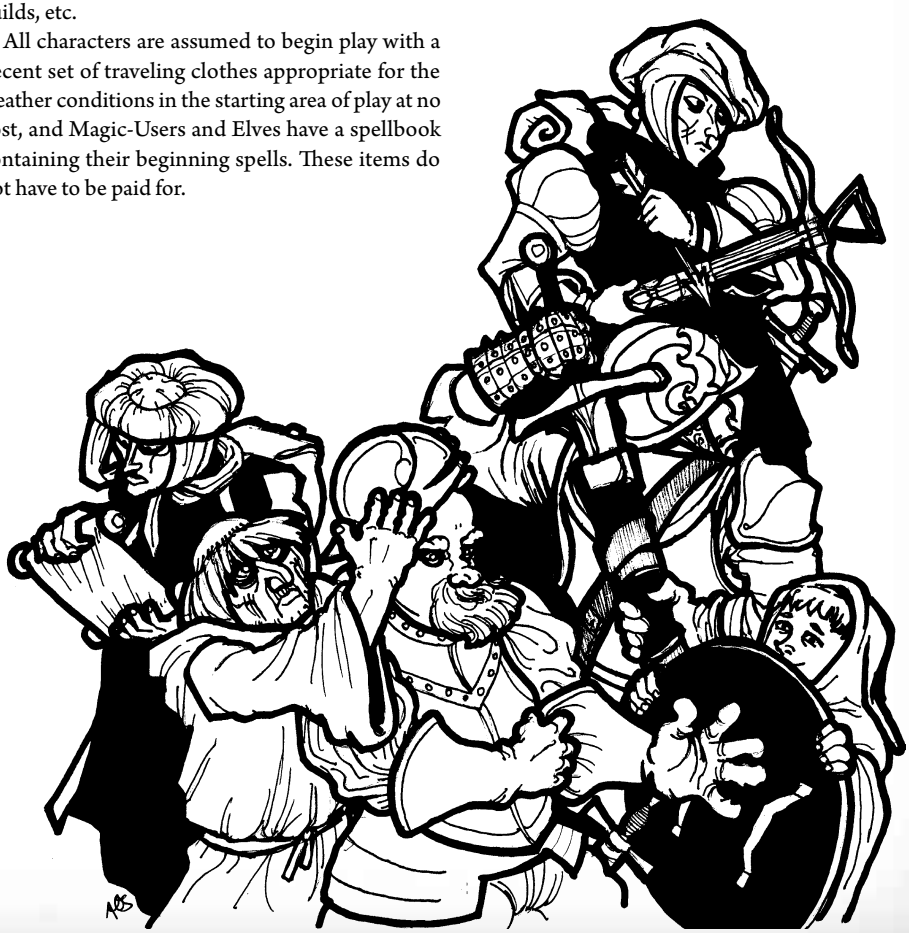
The Referee should inform the players if there are any restrictions, changes, or additions to the equipment tables before characters are created. Costs are given for both City and Rural areas (for these purposes a City is a settlement with a population of at least 1,000 people and Rural is any place at least one full day's travel or more from a City). Since their equipment is considered to have been gathered during their travels prior to the start of play, new characters may use the less expensive prices when buying equipment.

All costs are considered to be for average situations, and a Referee can freely decide that some (or all) prices are more or less expensive based on location, culture, economic or political upheaval, strong guilds, etc.

All characters are assumed to begin play with a decent set of traveling clothes appropriate for the weather conditions in the starting area of play at no cost, and Magic-Users and Elves have a spellbook containing their beginning spells. These items do not have to be paid for.

CHOOSE A NAME

A character's name is, after his character class, perhaps the most important identifying feature of a character. The Referee should inform players as to the general theme of the campaign, and it is important to choose a name that will complement that theme."Ragnar Thorsson the Giant Slayer" would not be appropriate if a Referee has declared that the upcoming game has an ancient Egyptian theme, for instance. A character may be around for quite some time, so care should be taken when choosing a name.



Cleric

SOME RELIGIONS TEACH the people how to receive the grace of their loving deity. Some religions teach the people how to survive the wrath of a cruel and vicious deity. Some religions simply strive to teach the truth about creation. All religions serving true powers have one thing in common: orders of those selected few who are not mere priests, but spiritual warriors endowed by their deity with mystic powers. These few are known as Clerics.

Clerics can cast spells from the Cleric spell list. Full details of a Cleric's magical abilities are detailed in the Magic section.

			SAVING THROWS					SPELLS PER LEVEL						
LEVEL	EXPERIENCE	HP	PARALYZE	POISON	BREATH	DEVICE	MAGIC	1	2	3	4	5	6	7
1	0	1d6	14	11	16	12	15	1						
2	1,750	+1d6	14	11	16	12	15	2						
3	3,500	+1d6	14	11	16	12	15	3						
4	7,000	+1d6	14	11	16	12	15	3	1					
5	14,000	+1d6	12	9	14	10	12	3	2	1				
6	28,000	+1d6	12	9	14	10	12	3	3	2				
7	56,000	+1d6	12	9	14	10	12	4	3	3	1			
8	112,000	+1d6	12	9	14	10	12	4	3	3	2			
9	224,000	+1d6	10	7	12	8	9	4	3	3	3	1		
10	336,000	+2*	10	7	12	8	9	4	4	3	3	2		
11	448,000	+2*	10	7	12	8	9	5	4	4	3	3	1	
12	560,000	+2*	10	7	12	8	9	5	4	4	3	3	2	
13	672,000	+2*	8	3	8	4	6	5	4	4	4	3	3	1
14	784,000	+2*	8	3	8	4	6	5	5	4	4	3	3	2
15	896,000	+2*	8	3	8	4	6	6	5	5	4	4	3	3
16	1,008,000	+2*	8	3	8	4	6	6	5	5	4	4	3	3
17	1,120,000	+2*	6	2	6	4	5	6	5	5	5	4	4	3
18	1,232,000	+2*	6	2	6	4	5	6	6	5	5	4	4	3
19	1,344,000	+2*	6	2	6	4	5	7	6	6	5	5	4	4
20+	+112,000/lvl	+2*/lvl	6	2	6	4	5	8	7	7	6	5	5	4

* Constitution modifiers no longer apply

Fighter

SLAUGHTER DEFINES MAN'S HISTORY. Every new era is defined by the cruelty man inflicts upon man, or the victory fighting against it. To those in power, soldiers are but tools to shape the populace to their whims. The price that is paid to enact their desires is irrelevant to those giving the orders.

In battle, there is no law. Man maims man. Horribly wounded men scream for mercy as their life's blood pours out from cruelly hacked wounds. Their cries are ignored and their lives extinguished by those too cruel or frightened to listen. Poets and politicians speak of the honor of battle for a just cause, but in battle there is no justice. There is just death from metal implements that crush, slash, and stab.

To be willing to slaughter at another's command in the name of peace and nobility, to be hardened to the deaths of loved companions, to be immersed in this worthlessness of life, that is the life of a soldier.

Fighters are these soldiers that have seen the cruelty of battle, have committed atrocities that in any just universe will damn them to Hell, and have survived.

Fighters begin with the best combat capabilities in the game, and are the only character class to further improve in combat skill as levels are gained.

			SAVING THROWS				
LEVEL	EXPERIENCE	HIT POINTS	PARALYZE	POISON	BREATH	DEVICE	MAGIC
0*	–	1d6	16	16	16	15	18
1	0	1d8	14	12	15	13	16
2	2,000	+1d8	14	12	15	13	16
3	4,000	+1d8	14	12	15	13	16
4	8,000	+1d8	12	10	13	11	14
5	16,000	+1d8	12	10	13	11	14
6	32,000	+1d8	12	10	13	11	14
7	64,000	+1d8	10	8	9	9	12
8	128,000	+1d8	10	8	9	9	12
9	256,000	+1d8	10	8	9	9	12
10	384,000	+3**	8	6	7	7	10
11	512,000	+3**	8	6	7	7	10
12	640,000	+3**	8	6	7	7	10
13+	+128,000/lvl	+3**/lvl	6	4	5	5	8

* NPCs only, all Player Characters begin at Level 1 ** Constitution modifiers no longer apply

Magic-User

MOST OF THE WORLD LIES SHELTERED from the existence of magic, encountering it only as it victimizes them. They huddle in their churches for comfort and trade their freedom and dignity to a ruler as they beg for protection, all for the fear of the supernatural which they do not, and cannot, understand.

Magic-Users choose a different path. Instead of cowering away from the darkness, they revel in it. They see the forces of magic as a new frontier to explore, a new tool for the attainment of power and knowledge. If it blackens the soul to equal that of any devil, it is but a small price to pay.

Magic-Users can cast spells from the Magic-User spell list. Full details of a Magic-User's magical abilities are detailed in the Magic section.

			SAVING THROWS					SPELLS PER LEVEL								
LEVEL	EXPERIENCE	HP	PARALYZE	POISON	BREATH	DEVICE	MAGIC	1	2	3	4	5	6	7	8	9
1	0	1d6	13	13	16	13	14	1								
2	2,250	+1d4	13	13	16	13	14	2								
3	4,500	+1d4	13	13	16	13	14	2	1							
4	9,000	+1d4	13	13	16	13	14	2	2							
5	18,000	+1d4	13	13	16	13	14	3	2	1						
6	36,000	+1d4	11	11	14	11	12	3	2	2						
7	72,000	+1d4	11	11	14	11	12	3	3	2	1					
8	144,000	+1d4	11	11	14	11	12	4	3	2	2					
9	288,000	+1d4	11	11	14	11	12	4	3	3	2	1				
10	432,000	+1*	11	11	14	11	12	4	4	3	2	2				
11	576,000	+1*	9	9	12	9	8	5	4	3	3	2	1			
12	720,000	+1*	9	9	12	9	8	5	4	4	3	2	2			
13	864,000	+1*	9	9	12	9	8	5	5	4	3	3	2	1		
14	1,008,000	+1*	9	9	12	9	8	6	5	4	4	3	2	2		
15	1,152,000	+1*	9	9	12	9	8	6	5	5	4	3	3	2	1	
16	1,296,000	+1*	6	7	8	5	6	6	6	5	4	4	3	2	2	
17	1,440,000	+1*	6	7	8	5	6	7	6	5	5	4	3	3	2	1
18	1,584,000	+1*	6	7	8	5	6	7	6	6	5	4	4	3	2	2
19	1,728,000	+1*	5	6	7	4	4	7	7	6	5	5	4	3	3	2
20	+144,000/lvl	+1*/lvl	5	6	7	4	4	8	7	6	6	5	4	4	3	2

* Constitution modifiers no longer apply

			SAVING THROWS					
LEVEL	EXPERIENCE	HP	PARALYZE	POISON	BREATH	DEVICE	MAGIC	SKILL POINTS
1	0	1d6	14	16	15	14	14	4
2	1,500	+1d6	14	16	15	14	14	+2
3	3,000	+1d6	14	16	15	14	14	+2
4	6,000	+1d6	14	16	15	14	14	+2
5	12,000	+1d6	11	12	14	13	12	+2
6	24,000	+1d6	11	12	14	13	12	+2
7	48,000	+1d6	11	12	14	13	12	+2
8	96,000	+1d6	11	12	14	13	12	+2
9	192,000	+1d6	9	10	12	11	10	+2
10	288,000	+2*	9	10	12	11	10	+2
11	384,000	+2*	9	10	12	11	10	+2
12	480,000	+2*	9	10	12	11	10	+2
13	576,000	+2*	7	8	10	9	8	+2
14	672,000	+2*	7	8	10	9	8	+2
15	768,000	+2*	7	8	10	9	8	+2
16	864,000	+2*	7	8	10	9	8	+2
17+	+96,000/lvl	+2*/lvl	5	6	8	7	6	+2/lvl

* Constitution modifiers no longer apply

FIGHTERS ARE ADVENTURERS because they are so inured to death that they cannot settle down to a normal life. Magic-Users are those that have pursued the dark arts and are no longer welcome in society. Clerics are charged by their god to go forth and perform their special duties.

Specialists? They do it because they want to. Whether inspired by greed, boredom, or idle curiosity, Specialists are professional explorers risking life and limb simply because a less active life is distasteful to them. In some ways this makes them the only sane and normal adventuring characters, but in other ways it makes them the most unusual.

The Specialist is unique because the character class has no special abilities of its own. Instead, a Specialist is better at certain activities that all characters are able to do at a basic level. The Specialist begins at the same default level in these activities as other characters, but receives "points" which can be allocated to improve his ability in the chosen skills. The available skills (and their default starting values for all characters) are:

- Architecture (1 in 6)
- Bushcraft (1 in 6)
- Climb (1 in 6)
- Languages (1 in 6)
- Search (1 in 6)
- Sleight of Hand (1 in 6)
- Sneak Attack
- Stealth (1 in 6)
- Tinker (1 in 6)

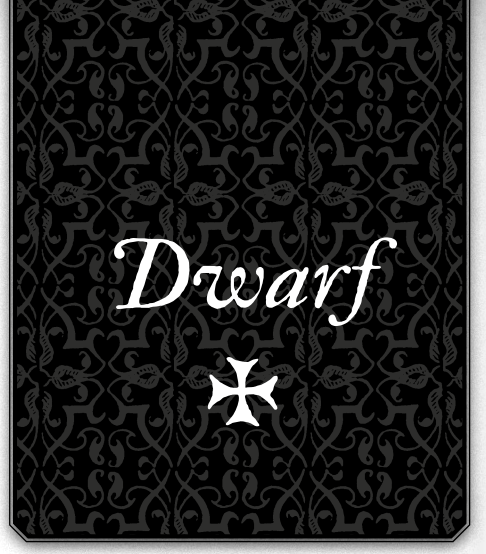
Most of the rules covering these skills can be found in the Adventuring: Rules of the Game section of this book. For skills that are "x in 6", allocating a point increases the chance by one. For example, Languages begins at 1 in 6. A Specialist allocating a point to this skill increases his chance to 2 in 6.

For other characters, Sneak Attacks are merely attacks made by surprise. A Specialist can multiply the damage done by a Sneak Attack by allocating points to this skill. Assume that the damage multiplier is ×1 for all characters, but for every point allocated to the skill by a Specialist, the damage multiplier is increased by one. If a Specialist has any points in Sneak Attack, then he also gets a +2 bonus to hit above any other bonuses he already has when performing a Sneak Attack.

When use of an ability is attempted, the player must roll d6 and if the result is equal to, or less than the ability, the action is successful. In some cases the Referee will make the roll if the character would not immediately know if he was successful. For example, the character will easily be able to tell if he has successfully picked a lock or not, so the player can make that roll. On the other hand, the character would not know, after searching for traps, if he has failed to find a trap or if there simply is not one present. In this case, the Referee will make that roll.

If a Specialist has a skill with a rating of 6 in 6, the roll to succeed is made with two dice, and only if both dice come up 6 does the attempt fail.

The Specialist must be unencumbered to use any of the class abilities involving movement or suffer a one point skill penalty per level of encumbrance. They must have Specialist Tools (see Equipment section) to use Search for finding traps or to use Tinker for opening locks or other such activities.



THE DWARFS ARE A DYING RACE. Once the most powerful people on the planet, their decline has left them a spiritually shattered people. Once they took great pride in their grand architecture, their technological supremacy, and loved each other just as hard as they worked.

Yet they did not change with the world, and as the rest of the world's inhabitants came into their own, the Dwarfs retreated into their subterranean fortresses. War and impotence stripped the Dwarfs of their pride, and all that was left was to work.

And work is the life of the average Dwarf. There is no love, no joy. Just never ending work meant to numb the brain and appease the spirit through the acquisition of gems and precious metals. Dwarfs do not even really breed anymore; such is their disregard for the basic pleasures of existence.

Not all are like that though. Some strike out into the world, wanting to live. These types often have just as much trouble settling down in human society as their own, and become wandering adventurers.

As a race, Dwarfs are short and stocky, about four feet tall, and one hundred thirty-five pounds. They live about three hundred years. They typically have a ruddy complexion and rather gruff personalities; joviality is an unknown quality in Dwarfs, even those roaming the surface. All Dwarfs value their beards, and the length of one's beard is the real measure of a Dwarf's virility and worth, and often the beard is exquisitely styled and decorated.

Dwarfs are not a magic-using race, but are fierce and resilient warriors. They do have a natural connection with the Earth itself and a cultural understanding of construction and due to this has a greater initial Architecture score than other characters.

Dwarfs are able to bear incredible burdens; it takes five additional items for a Dwarf to gain the first encumbrance point. A Dwarf receives a +1 bonus to his Constitution modifier (so a Dwarf with a 12 Constitution has a +1 modifier instead of the usual 0 modifier, for example). A Dwarf also continues to apply his Constitution modifiers, if any, to Hit Points gained after level nine.

			SAVING THROWS					
LEVEL	EXPERIENCE	HP	PARALYZE	POISON	BREATH	DEVICE	MAGIC	ARCHITECTURE
0*	–	1d8	12	10	15	11	14	3 in 6
1	0	1d10	10	8	13	9	12	3 in 6
2	2,200	+1d10	10	8	13	9	12	3 in 6
3	4,400	+1d10	10	8	13	9	12	3 in 6
4	8,800	+1d10	8	6	10	7	10	4 in 6
5	17,600	+1d10	8	6	10	7	10	4 in 6
6	35,200	+1d10	8	6	10	7	10	4 in 6
7	70,400	+1d10	6	4	7	5	8	5 in 6
8	140,800	+1d10	6	4	7	5	8	5 in 6
9	281,600	+1d10	6	4	7	5	8	5 in 6
10	422,400	+3	4	2	4	3	6	6 in 6
11	563,200	+3	4	2	4	3	6	6 in 6
12+	+140,800/lvl	+3	2	2	2	2	4	6 in 6

* NPCs only, all Player Characters begin at Level 1

ONCE THE EPITOME OF ENLIGHTENMENT and responsibility, elven civilization has fallen before the expansive nature of Man. Where once the Elf nations ruled the forests, the plains and the mountains, their now-small numbers live in secret enclaves, possessing great power, but utterly impotent in matters of projecting it. Unlike the Dwarfs, the Elves recognize that this is simply the way of things, and accept their decline with grace. Their attitude towards Man is not so unified, however. Some see Man as the natural heir to creation and seek to guide him and help him rule in wisdom. Some see Man as a great blight, and work to destroy him before he destroys all natural order.

And some, considered young and foolish by their people, walk among Man.

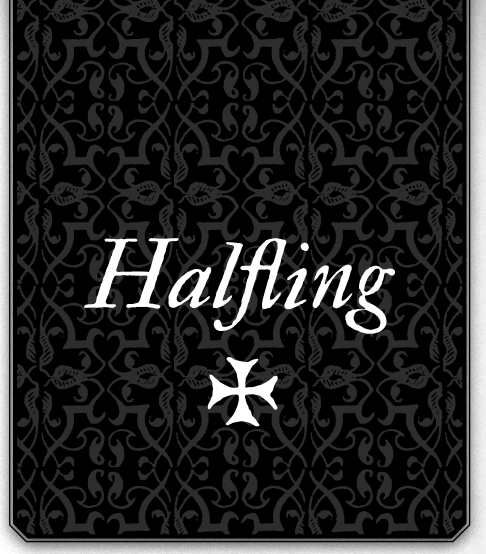
Elves are creatures of magic related to the faerie. As such, they typically enjoy living in the deep wilderness and adapting their homes to be in harmony with their surroundings. They are on average about five feet tall, and usually slender. Their most striking features are their pointed ears (how large these ears are will differ from region to region) and disproportionately large eyes which are often a color not found in the other races.

Player Character Elves are those gifted individuals that are trained as both Fighters and Magic-Users. Elves use the same spell lists and spell progressions as Magic-Users. Full details of an Elf's magical abilities are detailed in the Magic section.

Elves' enhanced senses allow them to Search more effectively than others (2 in 6 chance), and they are less often surprised than other races (1 in 6 chance).

			SAVING THROWS					SPELLS PER LEVEL									
LEVEL	EXPERIENCE	HP	PARALYZE	POISON	BREATH	DEVICE	MAGIC	1	2	3	4	5	6	7	8	9	SEARCH
0*	–	1d6	15	14	17	15	17										2 in 6
1	0	1d6	13	12	15	13	15	1									2 in 6
2	3,000	+1d6	13	12	15	13	15	2									2 in 6
3	6,000	+1d6	13	12	15	13	15	2	1								2 in 6
4	12,000	+1d6	11	10	13	11	13	2	2								3 in 6
5	24,000	+1d6	11	10	13	11	13	3	2	1							3 in 6
6	48,000	+1d6	11	10	13	11	13	3	2	2							3 in 6
7	96,000	+1d6	9	8	9	9	11	3	3	2	1						4 in 6
8	192,000	+1d6	9	8	9	9	11	4	3	2	2						4 in 6
9	384,000	+1d6	9	8	9	9	11	4	3	3	2	1					4 in 6
10	576,000	+2**	7	6	7	7	9	4	4	3	2	2					5 in 6
11	768,000	+2**	7	6	7	7	9	5	4	3	3	2	1				5 in 6
12	960,000	+2**	7	6	7	7	9	5	5	4	3	3	2	1			5 in 6
13	1,152,000	+2**	5	4	5	5	7	5	5	4	3	3	2	1			6 in 6
14	1,344,000	+2**	5	4	5	5	7	6	5	4	4	3	2	2			6 in 6
15	1,536,000	+2**	5	4	5	5	7	6	5	5	4	3	3	2	1		6 in 6
16	1,728,000	+2**	5	4	5	5	7	6	6	5	4	4	3	2	2		6 in 6
17+	+192,000/lvl	+2**/lvl	3	3	3	3	5	7	6	5	5	4	3	3	2	1	6 in 6

* NPCs only, all Player Characters begin at Level 1 ** Constitution modifiers no longer apply



HALFLINGS ARE CURIOUS CREATURES who are popularly known as creatures of leisure, but there is far more to them than that. Usually standing about three feet tall, all other physical features of Halflings will differ by region, but one never varies. They have rather large, hairy feet and prefer to go barefoot. Their feet are sufficiently protected and insulated that they suffer not frostbite in the winter, nor disease or parasitical infestation in warmer climes. Halflings as a race do tend to take their pleasures very seriously, and the fat and happy Halfling stereotype has taken hold because rural farmers, while dedicated and fastidious in their work, have all the food that they could ever want and not a lot of reason to engage in moderation. Those used to that stereotype are very surprised the first time that they meet a chiseled, battle-scarred warrior Halfling. Halflings live on average about one hundred years.

One stereotype of Halflings that rings true is that while they tend to be gracious to guests and not shy about invitations, they do prefer to be home.

Halfling Player Characters are those that have left their homelands to seek adventure and fortune. They are generally seen as troublemakers (and perhaps a touch crazy) by their kin who are not so inclined.

Halflings are very quick and agile folk, and so add one to their Dexterity modifier and receive a one point bonus to Armor Class when not surprised. In the wilderness, Halflings have the uncanny ability to stay hidden and so have a 5 in 6 Stealth skill. Halflings also begin with a 3 in 6 Bushcraft skill due to Halfling society being traditionally in harmony with nature.

Due to their size, Halflings cannot use large weapons, and must use medium weapons two-handed.

			SAVING THROWS					
LEVEL	EXPERIENCE	HP	PARALYZE	POISON	BREATH	DEVICE	MAGIC	BUSHCRAFT
0*	–	1d6	12	10	15	11	14	3 in 6
1	0	1d6	10	8	13	9	12	3 in 6
2	2,000	+1d6	8	6	10	7	10	3 in 6
3	4,000	+1d6	8	6	10	7	10	3 in 6
4	8,000	+1d6	6	4	7	5	8	4 in 6
5	16,000	+1d6	6	4	7	5	8	4 in 6
6	32,000	+1d6	4	2	4	3	6	4 in 6
7	64,000	+1d6	4	2	4	3	6	5 in 6
8	128,000	+1d6	2	2	2	2	4	5 in 6
9	256,000	+1d6	2	2	2	2	4	5 in 6
10+	+128,000/lvl	+2**/lvl	2	2	2	2	4	6 in 6

* NPCs only, all Player Characters begin at Level 1 ** Constitution modifiers no longer apply

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Equipment Lists

	COST		
ARMOR	**CITY**	**RURAL**	**BASE AC**
Armor, Leather	25 sp	50 sp	14
Chain	100 sp	–	16
Plate	1,000 sp	–	18
Shield	10 sp	25 sp	Varies
Barding, Leather	250 sp	–	14
Chain	500 sp	–	16
Plate	1,000 sp	–	18

Characters wearing armor receive the Base Armor Class listed for their armor type. Unarmored characters have a Base AC of 12.

Shields increase AC by 1 point versus mêlée attacks, and by 2 points versus missile attacks.

	COST		
MÊLÉE WEAPONS	**CITY**	**RURAL**	**DAMAGE**
Cestus	10 sp	–	1d3
Garrote	5 sp	–	1d6
Lance	30 sp	–	1d10
Mancatcher	20 sp	–	–
Polearm	30 sp	–	1d8
Rapier	15 sp	–	1d8
Spear	5 sp	3 sp	1d6
Staff	5 sp	3 sp	1d4
Weapon, Great	50 sp	–	1d10
Medium	20 sp	50 sp	1d8
Minor	5 sp	5 sp	1d4
Small	10 sp	10 sp	1d6
Whip	10 sp	25 sp	1d3

The generic "weapon" categories are only for rules and reference purposes. Characters purchasing such an item must specify exactly what sort of weapon is being purchased.

Silver weapons cost ten times more than standard weapons, and have a 1 in 10 chance to break whenever they are used to attack, even if the attack misses.

- Cestus: This includes all sorts of fist wrappings and brass knuckle weapon types. Users suffer a –2 penalty to hit any opponent with an unadjusted AC of 15 or better.
- Garrote: Use of this weapon requires an attack from surprise, or a successful grapple. If a hit is scored, the target is considered grappled and will take 1d6 damage per round.
- Lance: This weapon can be used one-handed if charging on horseback. Otherwise, it is effectively a polearm (pike).
- Mancatcher: A successful hit with this weapon requires the victim to make a saving throw versus Paralysis. If unsuccessful, the victim is considered helpless, as is the wielder of the mancatcher while the target is being held for purposes of defending against attacks. This weapon must be wielded with two hands.
- Polearm: This two-handed weapon can be used to attack from the second rank, can be used to receive a charge, and receives a +1 bonus to hit opponents with an unadjusted AC of 16 or better. ➢

- Rapier: This one handed weapon suffers a –2 penalty to hit opponents with an unadjusted AC of 15 or better.
- Spear: This can be used to attack from the second rank, and can be used to receive a charge.
- Staff: This must be wielded with two hands.
- Weapon, Great: These weapons must be wielded with two hands. Two-handed swords, mauls, and great axes are included in this category.
- Weapon, Medium: These weapons include standard swords, battle axes, and maces. Halflings must wield them two-handed.
- Weapon, Minor: These are small one-handed weapons including daggers and clubs, and suffer a –2 penalty to hit opponents with an unadjusted AC of 15 or better.
- Weapon, Small: These are one-handed weapons, including short swords and hand axes.
- Whip: This weapon is ineffective against targets with unadjusted AC 14 or better, but allows mêlée attacks on opponents up to 10' away.

An "unadjusted" Armor Class is that of solely the armor and shield. Dexterity modifiers, magical modifiers, or any other adjustments are not counted when determining unadjusted AC.

Some weapons can attack "from the second rank." This is used when there is a definite battle line in combat. Usually only those on the front line of battle can strike, but those weapons usable from the second rank allow anyone immediately behind the battle line to strike as well.

	COST			RANGE		
MISSILE WEAPONS	CITY	RURAL	DAMAGE	SHORT	MEDIUM	LONG
Blowgun	5 sp	–	–	< 20'	< 50'	< 80'
Bow, Long	45 sp	–	1d6	< 50'	< 600'	< 900'
Short	25 sp	25 sp	1d6	< 50'	< 300'	< 450'
Crossbow, Heavy	30 sp	–	1d8	< 50'	< 200'	< 600'
Light	25 sp	–	1d6	< 50'	< 150'	< 400'
Rock	–	–	1d2	< 10'	< 20'	< 30'
Sling	1 sp	5 cp	1d4	< 50'	< 300'	< 450'
Dart	1 sp	–	1d4	< 10'	< 20'	< 30'
Spear	5 sp	3 sp	1d6	< 10'	< 20'	< 60'
Other Thrown Weapon	(same as mêlée equivalent)			< 10'	< 20'	< 30'

- Arrows and crossbow bolts cost 5 cp each, sling bullets cost 2 cp each.
- Targets at Medium range are –2 to hit, –4 to hit at Long range.
- Light crossbows can only be fired every other round and ignore 2 AC points, heavy crossbows fire every third round and ignore 4 AC points.
- Each missile weapon can be fired once per round with the exception of the crossbows noted above.
- Slings fired with stones instead of bullets have half the listed range.

	COST	
ANIMALS	**CITY**	**RURAL**
Carrier Pigeon	100 sp	100 sp
Dog	1 sp	2 sp
Horse, Riding	100 sp	100 sp
War	500 sp	–
Livestock	10 sp	5 sp
Mule	50 sp	25 sp
Pony	75 sp	50 sp

	COST	
CONTAINERS	**CITY**	**RURAL**
Backpack	3 sp	1 sp
Barrel	1 sp	5 sp
Chest	10 sp	5 sp
Pouch	5 cp	1 cp
Quiver	5 sp	10 sp
Sack	5 cp	2 cp
Saddlebag	1 sp	5 cp

A quiver plus the arrows or bolts it carries (20 maximum) count as one item together for encumbrance purposes.

	COST	
VEHICLES	**CITY**	**RURAL**
Cart	50 sp	25 sp
Coach	500 sp	–
Wagon	150 sp	75 sp
Chariot	250 sp	–
Boat, Raft	5 sp	5 sp
Canoe	30 sp	25 sp
Lifeboat	100 sp	–
Ship, Trireme	10,000 sp	–
Quadrireme	50,000 sp	–
Longship	30,000 sp	–
River Galley	4,000 sp	8,000 sp
Riverboat	1,000 sp	2,000 sp
Sailboat	6,000 sp	12,000 sp
Cog	15,000 sp	–
Caravel	39,000 sp	–
Carrack	48,000 sp	–
Galleon	60,000 sp	–
Cutter	45,000 sp	–
Brig	90,000 sp	–
Corvette	135,000 sp	–
Frigate	180,000 sp	–

Good quality boats cost 5% more. Excellent quality boats cost 15% more. Advanced boats cost 33% more. Poor boats cost 10% less, and Awful boats cost 25% less.

	COST	
FOOD	**CITY**	**RURAL**
Bottle of Wine/Liquor, Poor	5 cp	2 cp
Decent	> 1 sp	> 1 sp
Rich	> 10 sp	–
Drink, Cheap	1 cp	1 cp
Decent	3 cp	2 cp
Good	6 cp	4 cp
Rich	> 15 sp	> 10 sp
Meal, Fancy	1 sp	5 cp
Horrid	2 cp	1 cp
Rich	> 15 sp	> 10 sp
Standard	5 cp	3 cp
Rations, Iron/Day	2 sp	1 sp
Standard/Day	1 sp	5 cp
Feed, Animal/Day	1 sp	5 cp

	COST	
SERVICES	**CITY**	**RURAL**
Post, Local	1 sp	–
Municipal	5 sp	–
Kingdom	15 sp	15 sp
Outrealm	25 sp	25 sp
Coach, Local	1 sp	–
Travel, per day	10 sp	10 sp
Charter, per day	20 sp	–
Freight, per pound per day	5 cp	5 cp
Ship, Passage, per day	2 sp	–
Charter, per day	100 sp	100 sp

	COST	
LODGING	**CITY**	**RURAL**
Barn	–	1 cp
Inn, Poor	1 sp	5 cp
Average	5 sp	2 sp
Secure	10 sp	5 sp
Fancy	> 25 sp	> 2 sp
Extravagant	> 100 sp	> 25 sp
Rent, 1 month (per 10' sq.)	30 sp	15 sp

Costs are per day, unless noted. The cost to buy instead of rent is one hundred times the listed monthly rental price.

MISCELLANEOUS EQUIPMENT	COST CITY	COST RURAL
Air Bladder	1 sp	1 sp
Bedroll	2 sp	1 sp
Block and Tackle	2 sp	3 sp
Book, Blank	5 sp	10 sp
Reading	10 sp	20 sp
Spell (Blank)	100 sp	–
Caltrop	5 cp	–
Candle	1 cp	1 cp
Chain, per foot	1 sp	2 sp
Chalk	1 cp	1 cp
Clothing, Extravagant	> 20 sp	–
Normal	5 sp	2 sp
Poor	1 sp	5 cp
Winter Travel	10 sp	5 sp
Cooking Pots	1 sp	5 cp
Crampons	5 sp	5 sp
Crowbar	2 sp	2 sp
Drill	5 sp	5 sp
Fishing Gear	1 sp	1 sp
Flask of Lamp Oil	5 cp	5 cp
Garlic	3 cp	1 cp
Gem	> 5 sp	> 5 sp
Grappling Hook	5 sp	10 sp
Holy Symbol, Silver	25 sp	50 sp
Steel	10 sp	10 sp
Wood	1 sp	1 cp
Holy Water	25 sp	25 sp
Hourglass	100 sp	–
Ink	1 cp	5 cp
Instrument	> 1 sp	> 5 sp
Jewelry	> 10 sp	> 10 sp
Ladder, 10'	10 sp	7 sp
Lantern	3 sp	5 sp
Lard	1 cp	1 cp
Lock	7 sp	10 sp
Mallet	3 cp	3 cp
Manacles	10 sp	15 sp

CONT.	COST CITY	COST RURAL
Map, Kingdom	10 sp	25 sp
Local	1 sp	5 sp
Mirror, Glass	10 sp	15 sp
Silver	30 sp	–
Steel	1 sp	5 sp
Nails	1 cp	2 cp
Paper	2 cp	2 cp
Pick, Miner's	6 sp	12 sp
Pipe	1 sp	5 cp
Pole, 10'	1 sp	5 cp
Riding Gear	25 sp	10 sp
Rope, 50'	3 sp	3 sp
Scroll Case	1 sp	3 sp
Shovel	3 sp	3 sp
Soap	1 cp	1 cp
Specialist's Tools	50 sp	–
Spike, Iron	3 cp	5 cp
Wooden	1 cp	1 cp
Spyglass	250 sp	–
Tent, Grand	25 sp	–
Pavilion	50 sp	–
Personal	5 sp	10 sp
Regular	10 sp	20 sp
Tinderbox	1 sp	5 sp
Tobacco	1 sp	5 cp
Torch	1 cp	1 cp
Vial or Bottle, Empty	5 cp	7 cp
Waterskin	1 sp	1 sp
Whistle	1 sp	1 sp
Wolvesbane	1 sp	1 cp

Italicized items are considered Non-Encumbering items for encumbrance purposes, although the Referee can rule that quantities of the items do count towards encumbrance. Items listed in ***both*** italics and bold are considered to be Oversized.

Adventuring: The Rules of the Game

ARCHITECTURE

Clues, warnings, and rewards can be built into the very structures of a character's surroundings. Determining if a certain portion of a structure was built at a different time than the surrounding construction, determining if a passage shifts or slopes gradually, detecting if a particular structure is unsafe to travel in/on, determining what culture or even specific method of construction was used for any specific structure, all of these things (and more—this list merely illustrates some possibilities) can be important in keeping explorers alive and/or helping them achieve their goals of unlocking ancient mysteries.

Any character has a 1 in 6 chance to note any of these features in the surrounding architecture. Use of this skill is not passive; the character must spend one turn examining the structure.

CLIMBING

All characters have a base 1 in 6 chance to use the Climb skill, which allows a character to climb walls and other sheer surfaces without obvious handholds. Characters (except Specialists) must be unencumbered to make this attempt. Failure means that the character falls from a random point in the climb. Characters with two free hands can climb ropes and ladders with no die roll needed.

DOORS

Locked doors are impassable without a key, picking the lock (which requires a Tinker skill roll and Specialist Tools), or breaking the door down. Breaking the door down requires the appropriate equipment (some sort of axe for a wooden door, a pick for stone, etc.) and takes 1 turn for wooden doors, 2 or more turns for doors made of other materials.

Many doors in dungeons and ruins are merely stuck. To open a standard stuck door (wood with iron banding), a character must successfully make an Open Doors roll (base 1 in a 6 chance), Strength modifiers apply to the roll's chances, so having a Strength modifier of +1 means there is a 2 in 6 chance of opening the door. Use of a crowbar adds a further 1 to the chance, and each additional person helping adds another (although only two people can attempt to open a standard-sized door). Each attempt takes 1 turn.

Doors made of stronger or heavier materials may need a greater number to open (a giant stone door may have a –2 in 6 chance to be opened, requiring bonuses before there is even a chance to open it, for example), or be impossible to open.

ERNIE CHAN
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EXCAVATIONS

A single man can excavate 3 cubic feet of earth per hour if he has proper equipment (Strength modifiers apply to the number of cubic feet). He can dig at half of this rate if he has improvised tools, and one quarter of this rate if he has no tools at all.

EXPERIENCE POINTS

Experience Points (XP) are a measure of improvement and progress for Player Characters. They are the way that the game "keeps score." However, like many other concepts in this game, XP is an abstract concept and not a literal measure of the experiences that a character has had or what a character has learned. Not all character actions and successes will result in XP awards, nor will all adventures involve XP.

At the end of every session of play, Experience Points will be awarded to characters who participated in the game. These Experience awards are to be divided equally amongst the surviving participants of the adventure. Characters present for portions of the adventure should only get a share of Experience for the activities in which they participated. Experience Points are gained in two ways—Defeating Enemies and Recovering Treasure.

DEFEATING ENEMIES

Defeating enemies is a minor way of gaining experience. This is not a game about combat or slaying foes; these activities are simply frequent necessities in the harsh reality of the game. Characters who prefer to fight when it is unnecessary are lunatics, possibly psychotic, and not likely to survive long in a game run by a competent Referee.

To count for XP purposes, an "enemy" must be a threat and predisposed to hostility towards the player characters. Randomly slaying a villager, slaughtering livestock, hunting, etc., does not count towards XP rewards.

For purposes of XP, "defeating" is defined as winning a battle against a foe where force of arms is used or at least threatened. An enemy must be brought to 0hp, or lose a Morale check, or surrender in order to count as having been "defeated." Sneaking past, tricking, or negotiating with an enemy may prevent combat and lead to other rewards, but it does not translate to XP. Using magic to neutralize or pacify an enemy does count, so spells such as *Sleep* or *Charm* do count towards "defeating" an opponent.

ENEMY HIT DICE	XP AWARD
< 1	5
1	10
2	25
3	50
4	75
5	100
6	250
7	500
8	750
9	1,000
10	1,250
11 +	1,500

Sometimes enemies surrender and are ransomed or let free, or flee an earlier battle, and return to fight again. An enemy can only count for XP once in any given game session.

Monsters with special abilities count as one Hit Die more, and classed characters count as one Hit Die more than their level.

RECOVERING TREASURE

This is the primary method for gaining XP in the game. However, not all monetary gains are counted as "treasure." The following will gain the characters wealth, but they do not count for XP purposes:

- ¶ Coins looted from bodies outside of adventure locations
- ¶ Rewards
- ¶ Selling equipment stripped from foes
- ¶ Selling magical items that have been used by a player character or retainer
- ¶ Tax income
- ¶ Theft of wealth from mundane merchants, rulers, and citizens

➢

- Trade, commerce, and other business activity (including selling of mundane items stripped from foes)

The following treasures do count for XP purposes:

- All valuable objects recovered from uncivilized or abandoned areas
- Money hoarded by creatures who have no actual use of it

Treasure is calculated for XP only after it has been returned to a secure location. One silver piece worth of treasure is worth 1 Experience Point. Experience is divided between all surviving party members involved in an adventure.

GAINING A LEVEL

When a character earns enough Experience Points to qualify for the next level, the change will happen the next time the character has returned to a secure location. At that point the character's level changes, and all benefits of that next level are immediately granted. Three points to consider when gaining a new level:

A damaged character that gains a level has his new additional Hit Points added to both the current and maximum total. The character will still be damaged for the same amount of points as before. For example, a 1st level Fighter has a maximum of 8hp, but after a battle only has 3 hp left (5 points lost). The XP gained from the battle and resulting treasure was enough to push him to the next level. After returning to town, the player rolls 1d8 for the character's additional Hit Points for gaining a level. The player rolls a 5, so the Fighter's maximum Hit Points increased to 13, and the current Hit Point total becomes 8 (still 5 points lost).

Spellcasting characters must still prepare all spells as normal. The increased number of spells available to cast does not automatically make the number of spells already prepared instantly increase as well.

Magic-Users and Elves who gain a free spell for their spellbook must still research that spell as usual and take the usual amount of time. It simply will not cost the money that researching a spell usually does.

Characters can only gain a maximum of one level per game session. Any Experience Points over halfway to the next level earned from a single session is lost.

FORAGING AND HUNTING

Characters may be able to find food and water during their journeys overland. To find food in the wilderness, the character must roll against his Bushcraft skill, with terrain modifying the skill as follows:

TERRAIN	CHANCE OF FINDING FOOD
Plains	+1 in 6
Mountain	normal
Forest	+2 in 6
Desert	–1 in 6
Jungle	+2 in 6
Swamp	normal

Hunting takes time, and the distance traveled during a day where successful hunting occurs is lessened by 1d4 × 25%. Unsuccessful hunting takes all day. Success means that 1d4 days' worth of meals for a single person has been acquired for the party.

1d10 units of ammunition are expended in the attempt. If a character does not have a proper missile weapon, the chance to find food is lowered by 1. If a character has no missile weapon at all, reduce the chance by one more. If it is winter, reduce the chances by another point unless in the desert, where this does not matter.

All food gained from foraging and hunting is considered to be the equivalent of "standard rations."

Finding enough water to drink is easy in most environments, but in the desert water can only be found if a Bushcraft roll is successfully made on 1d12 rather than 1d6.

GETTING LOST

Characters can confidently follow trails, roads, and other well-known landmarks without fear of becoming lost. However, when traveling across the wilderness it is easy to lose direction. At the start of each day of travel, the Referee will roll 1d6, and on a 1 the party may go off course. The Referee should then make a secret roll against the highest Bushcraft skill among the characters in the traveling party. If this roll fails, the group is lost.

If the roll indicates that the party is lost, it likely will not realize it immediately. The party will continue on in its travels, its members not understanding that they are off course for days. The Referee will decide which direction the group is traveling, and how far off it is from its intended direction. One option is to pick a direction only slightly off course. For example, if the group intended to go south, it is actually headed southwest or southeast.

HAZARDS

ABILITY SCORE LOSS

Loss of ability scores only affects the character so much as their modifiers and bonuses will change. A character dropping from Strength 13 to Strength 12 will no longer have any Strength modifier, for example. This is most striking with Constitution, as any change in Constitution modifier is applied immediately to both current and maximum Hit Points.

A character who falls to zero in any ability score dies.

AGING

Characters who grow old will lose their faculties and eventually die. The chart below gives the starting age that characters must make a saving throw versus Paralyzation, at what ages there are penalties to the modifier, and how often the saving throw must be made. A failed saving throw means that one randomly determined ability score will permanently decrease by one point.

	NO MODIFIER	−2	−4	INTERVAL
Dwarf	200	250	300	5
Elf		Elves do not age		
Halfling	70	80	100	1
Human	40	50	60	1

If a character is aged by magical means, then all saving throws that would have needed to be made if the aging occurred naturally must be made immediately, with any ability score penalties also being applied immediately.

DAMAGE

When a character (or creature) suffers damage, the amount of damage is deducted from the character's current Hit Points. When his Hit Points reach 0, the character becomes unable to take any action, and in most cases falls completely unconscious. The character becomes mortally wounded at −3 Hit Points and will die in 1d10 minutes. No healing, magical or otherwise, can prevent death at this point. Death is instantaneous at −4 Hit Points.

DISEASE

Characters exploring in godforsaken ruins, ancient tombs, and trackless wilderness can become exposed to all sorts of plagues and illnesses. Natural, chronic illnesses will not normally be a part of the game as far as player characters are concerned. That said, the Referee is free to introduce an NPC stricken by cancer or some other illness.

Diseases are individual in nature, but all have the following characteristics: incubation period, infection time, interval, and effect.

When exposed to a disease, the Referee will make a save versus Poison on behalf of the character. If the save is failed, then the character has contracted the disease. The incubation period describes the length of time before the character is affected, and at that point the character must make another save, and then another save at every interval point for the duration of the infection time, or else suffer the effect for each failed save. Each save after the disease is contracted is made with a −2 penalty if the character is not at rest for the duration of the infection.

For example, the Green River Fever has an incubation period of one week, an interval of four hours,

an infection time of three days, and the effect of lowering Intelligence. So beginning one week after a character has been infected, that character must make a saving throw versus Poison every four hours for three days (a total of 18 saving throws), or lose a point of Intelligence for each failed save.

DRUGS & ALCOHOL

Drugs are treated much as poison would be, but the effects of a failed saving throw (no save if intentionally using drugs) are usually much less severe than death. The Referee will determine the effects of specific drugs in his campaign.

Alcohol is far more pernicious, as it is quite common for most everyone to use it to excess, as beer and wine are often safer to drink than plain water. Teetotalers will be extremely rare. Drunk characters are –2 to Dexterity and all saving throws.

FALLING

Characters suffer 1d6 points of damage per 10' that they fall, up to a maximum of 20d6 for a 200' fall.

POISON

There are a variety of ways that a character can become poisoned. When exposed to poison, the character must make a saving throw against Poison or suffer the effects. Typical effects of a poison are instant death, falling into a deep slumber, the loss of Hit Points, or perhaps the reduction in one or more ability scores. Only all-or-nothing effects are considered to be poison. Poisons that cause gradual or incremental effects are considered to be drugs for rules purposes.

STARVATION

A character must eat at least one full meal a day and drink water every day or suffer ill effects.

For every 24 hours that a character goes without food, the character must make a save versus Poison or one Constitution point is lost. For every 24 hours that a character goes without water, his Constitution drops by half unless he makes a save versus Poison. After three such failed saves against Poison due to a lack of water, the character will be dead. Constitution losses due to dehydration or starvation recover at twice the usual rate with rest and proper nourishment.

SLEEP DEPRIVATION

A character must sleep at least four hours per twenty-four hour period in order to function properly. If this is not the case, the character suffers a –1 penalty to all rolls (10% penalty for 1d00% rolls) until the situation is corrected. If the character continues on further without taking adequate sleep, there is a cumulative –1/10% penalty for each additional day that passes without proper rest being taken.

HEALING

Damaged characters who have at least half of their Hit Points remaining recover 1 hp after a peaceful night's rest. Taking a watch shift does not prevent this recovery unless something happens during the shift. Damaged characters who have at least half of their Hit Points remaining can also recover an additional 1d3 hp by resting a full day. To count as a full day of "rest," a character cannot engage in any strenuous activity, including, but not limited to traveling, fighting, researching, running, searching, hunting, or foraging, and the character must have adequate food and water. Basically, the character can do no more than converse and walk around his immediate area.

Characters who have less than half of their Hit Points remaining are in worse shape. They recover nothing from a night's rest, and recover only 1 hp by resting a full day.

A character at zero or fewer Hit Points will wake up after 1d6 hours. The character will not be able to carry any equipment or stand up, but can communicate and crawl at a movement rate of 10'.

If the character rests the entire day in a comfortable bed in a clean room, then an additional 1 hp is recovered.

Characters who have suffered temporary ability score loss recover at a rate of one point (for all affected ability scores) per day of rest. All affected ability scores regain an additional point at the end of a full week of rest.

Characters can make no recovery if resting in a dungeon or similarly hostile environment.

Healing restores Hit Points and ability scores only to their normal maximum, never more.

LANGUAGES

Most Characters are assumed to begin play being fully fluent in their native tongue, and are literate as well if they have an Intelligence of 7 or greater. Elves and Dwarfs will know the local human tongue in addition to the tongue of their particular clan (Halflings use the local human language).

When a character comes into contact with another language, his chances of knowing the language is 1 in 6, with the character's Intelligence modifier applying. If a character has a Languages skill at a greater level than 1 in 6, use that as the base chance instead.

There is a –1 penalty if the language is not local to the culture (Spanish, French, Swedish, English, and German would be part of the same "cultural group" to use a real-world example). The penalty is –2 if the language is considered to be exotic (English versus Japanese, for example, or the tongue of a different race to use a more common game situation), and –3 if it is an ancient, dead language.

A character gets one attempt to know any particular language. If that one attempt fails, the character simply does not know the language.

Magical languages cannot be known using this method.

LIGHT AND VISION

Underground, or other places with no light, require characters to carry light sources in order to see. Torches and lanterns emit light in a 30' radius. Candles emit light in a 10' radius. Lanterns use flasks of oil as fuel; a lantern can burn continuously on 1 flask of oil for 24 turns. Torches burn continuously for 6 turns before burning out. Candles will burn for 12 turns. Characters that carry a light source

are unable to surprise opponents, because the light gives them away ahead of time.

The Referee's judgment will determine how far characters can see in other situations.

MAPPING

Mapping a structure or underground complex requires one character in the party to have paper and ink and two free hands. The Referee is only obligated to give verbal descriptions of the area, and if asked by a player how his map compares to the real map, the Referee is only obligated to point out very obvious errors.

If the player characters are moving at "exploration" speed, then the Referee should give exact dimensions of hallways and areas—taking such measurements is one reason why the party's progress is so slow.

Extremely irregular areas, such as natural caves, can best be left to rough descriptions, since accurate mapping without a full survey team is simply impossible.

Outdoor mapping is not as exacting a process. If using the hex map system of overland travel, the Referee simply informs the players what sort of terrain their that characters are moving into and the surrounding terrains as well (unless other terrain obstructs their vision).

MOVEMENT AND ENCUMBRANCE

A character's movement rate is determined by how much gear he is carrying, or how much he is encumbered. In the strictest sense, this should be determined by adding up the weight of all the gear that a character is carrying. Realistically, no one keeps track of such things during a game. However, the Referee has the authority to call an audit of a character's inventory at any time, so each player should make sure that his character is carrying a reasonable amount of equipment and that all of the equipment fits somewhere on the character or in a pack. Worn items, such as cloaks, jewelry, backpacks, etc., do not themselves count as items for encumbrance purposes. Carried sacks full of stuff count as an oversized item. 100 coins count as one regular item.

Character is wearing chain armor*	+1 Point
plate armor*	+2 Points
Character is carrying 6 or more different items overall**	+1 Point
11 or more different items overall**	+1 Point
16 or more different items overall**	+1 Point
21 or more different items overall**	+1 Point
Character is carrying an oversized item***	+1 Point per item

* Chain and Plate armor add to the number of Encumbrance points but do not get recorded with the rest of the usual equipment for encumbrance purposes.

** Multiple small items of the same type (spikes, arrows, etc.) count as one item for this purpose. Worn clothing, armor, and jewelry do not count for encumbrance purposes. All weapons count as separate items. Very small single items do not count for encumbrance purposes. Oversized items are counted separately.

*** Oversized items include great and other two-handed weapons, any item that requires two hands to carry or is as tall as the carrying character.

		MOVEMENT PER TURN	MOVEMENT PER ROUND		
POINTS	ENCUMBRANCE	EXPLORATION	COMBAT	RUNNING	MILES PER DAY
0–1	Unencumbered	120'	40'	120'	24
2	Lightly Encumbered	90'	30'	90'	18
3	Heavily Encumbered	60'	20'	60'	12
4	Severely Encumbered	30'	10'	30'	6
5+	Over Encumbered	0'	0'	0'	0

MOUNTS

If an animal is pulling a cart or other vehicle, the load of the vehicle (as per this scheme) is applied to the animal as well. Multiple mounts pulling a vehicle divide the total encumbrance points between them.

For every Human or Dwarf riding the animal	+5 Points (plus rider's Encumbrance Points)
Elf riding the animal	+4 Points (plus rider's Encumbrance Points)
Halfling riding the animal	+3 Points (plus rider's Encumbrance Points)
Animal is wearing leather barding	+1 Point
chain barding	+2 Points
plate barding	+3 Points
Animal is pulling a vehicle	–10 Points against vehicle load per axle
Per 5 items that the animal is carrying	+1 Point
A Teamster has packed the animal's load	–5 Points

		MOVEMENT PER TURN	MOVEMENT PER ROUND		
POINTS	ENCUMBRANCE	EXPLORATION	COMBAT	RUNNING	MILES PER DAY
0–10	Unencumbered	240'	80'	240'	48
11–15	Lightly Encumbered	180'	60'	180'	36
16–20	Heavily Encumbered	120'	40'	120'	24
21–25	Severely Encumbered	60'	20'	60'	12
26+	Over Encumbered	0'	0'	0'	0

Mules subtract five points from their encumbrance load, but move at half the listed speeds. Ponies move at the listed speeds, but automatically start with 6 points of Encumbrance.

All per-day travel distances include periodic rests. Characters apply their Constitution modifier to their per-day travel distance on foot.

The movement rates shown on the table above are figured based on an 8 hour day of travel on open road. The terrain type will alter the rate somewhat, as shown on this table:

TERRAIN	ADJUSTMENT
Jungle, Mountains, Swamp	× ⅓
Desert, Forest, Hills	× ½
Clear, Plains, Trail	× ⅔
Road	× 1

Bad weather also affects travel:

CONDITIONS	ADJUSTMENT
High Winds or Precipitation	× ½
Storm Conditions	× ⅓

Characters can choose to perform a forced march, traveling 12 hours per day. If this is done, add an additional 50% to the distance traveled. Each day of forced march performed after the first inflicts 1d6 damage on the characters, and also inflicts this damage on animals from the first day. An animal that suffers 5 or 6 points of damage in this manner dies at the end of a day's journey.

SEARCHING

Many items and features of interest are hidden from open view, with secret doors or compartments being the classic example. To find these things, characters must search for them. Under normal conditions, searching takes one turn per character per 10' of area searched. Hidden items or features have a base 1 in 6 chance of being found per turn of searching. The Referee can create hidden elements that are more difficult (or easier) to detect at his discretion. If a character's Search skill is greater than

1 in 6, use that as the base chance to find something during a search.

Note that finding a secret door does not automatically grant a character an understanding of how it works. The Referee may require additional rolls or other actions to be taken before the door can be opened.

SLEIGHT OF HAND

Picking the pockets of an unaware person, hiding a small object from a search, readying a weapon without any observers noticing, swapping out an object on a weight-sensitive plate with a similarly-weighted bag of sand, these and more are examples of Sleight of Hand. A character has a base 1 in 6 chance to successfully perform such an activity.

STEALTH

Stealth allows a character to sneak around and hide. In order to use the Stealth skill, those that the character wishes to hide from must not already be aware of the character's presence, and there must be somewhere to hide. Stealth is not invisibility! For example, if the character hears enemies coming down a bare hallway, he would not be able to simply hide because of the lack of available cover. In a room with furniture, the character would be able to use Stealth to hide, but if someone were to conduct a search of the room, the character would be found.

If a character attacks after successfully using Stealth, that attack is always considered to be a Surprise attack, even if the enemy is already engaged in battle.

SWIMMING

It is assumed that every character knows how to swim. Characters move at half their normal movement when swimming. Characters that are encumbered have a likelihood of drowning, though this is at the Referee's discretion. Heavily encumbered characters, wearing plate mail armor and/or carrying a large proportion of treasure, probably have a chance of 90% or more of drowning. Characters carrying less treasure or wearing lighter armor may have as little as a 10% chance of drowning.

TIME

Within the game, time passes as is convenient for play. If the characters are simply waiting for whatever reason, then the Referee can say, "Two days pass," or whatever is needed. If nothing of importance happens, then players merely mark off their characters' food supplies or upkeep costs as appropriate, and handle any other business that occurs during that time.

There are periods when keeping a strict record of time is important. Most measures of time are self-explanatory in the rules, as they match our real measurements of time. However, there are three units of time that have special meaning in the game.

The "Turn" is ten minutes long. This is often used as a measure of time for spell durations and underground exploring.

The "Round" is six seconds long. This is primarily used for time management during combat and for the duration of combat-oriented spells.

The "Segment" is one second long. During each round of combat, characters will act in different orders. The exact moment when a character's action occurs is called the "Segment."

TINKERING

Manipulating small mechanical objects is an activity called Tinkering. Tinkering is often used to open locks or remove small mechanical traps. Note that only mechanical locks where the character has access to the keyhole (or other opening mechanism) are able to be manipulated in this manner. Only traps which have been found, and which have

a mechanism that is accessible to the character, can be disarmed. For example, a tripwire is a trap which a character can attempt to disarm, as is a lock with a poison needle. A pressure plate which, when pressed, collapses the ceiling, would be an example of a trap that the character could not disarm, because the mechanism itself is behind the walls, floor, or ceiling.

Other uses of Tinkering (setting traps, for example, or jury-rigging impromptu devices) should be adjudicated by the Referee on a case-by-case basis.

A character gets one attempt to use Tinkering on any particular object. If that one attempt fails, the character must gain a level before attempting to manipulate that object again.

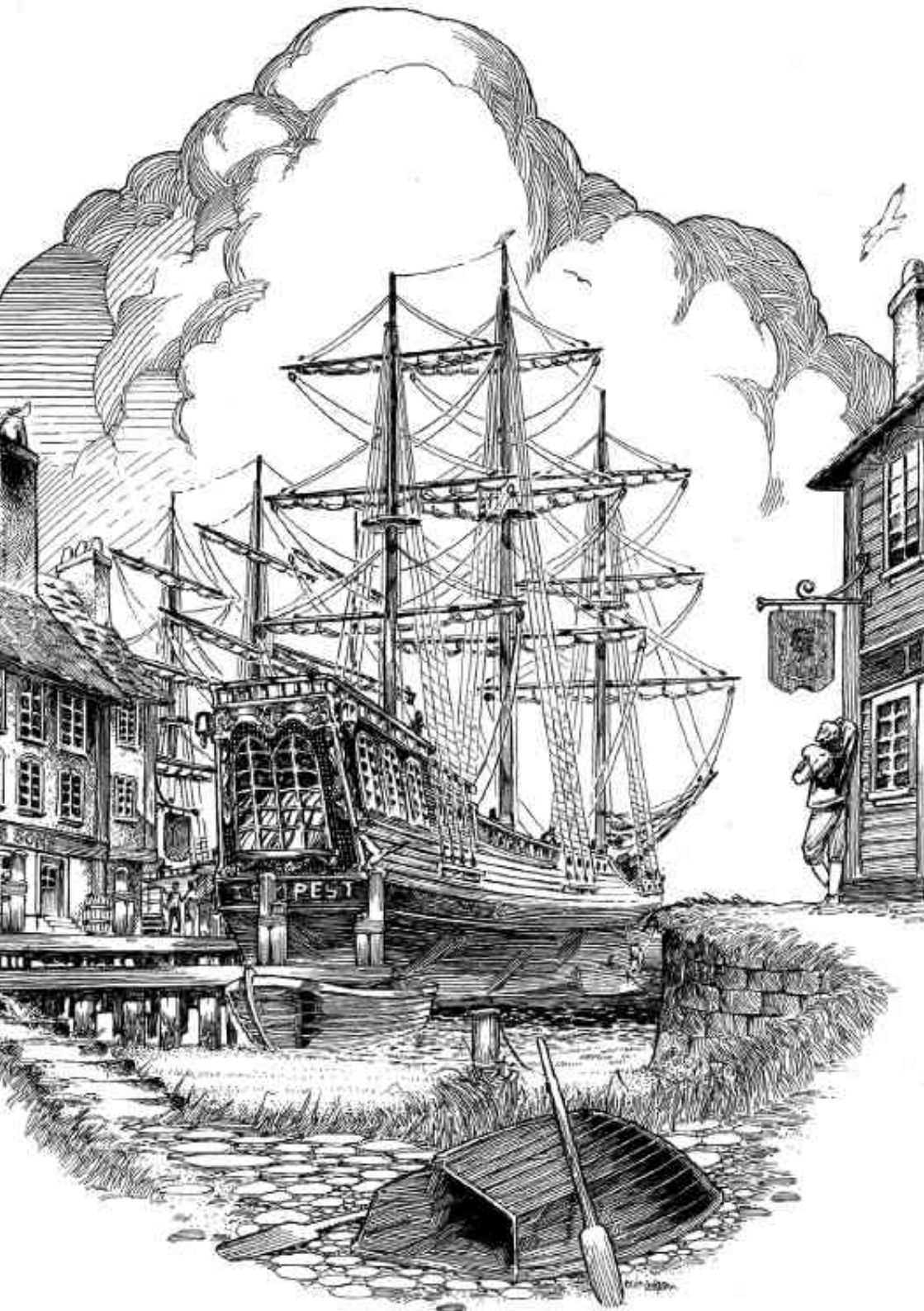
The base chance of success for Tinkering is 1 in 6.

TRAPS

Dungeons and ruins frequently contain traps, including spear-throwers, covered pits, etc. The Referee will decide what is required to trigger a trap, and what happens when the trap is triggered. In general, there must be some way to avoid or reduce the effect of the trap being sprung. For instance, a save versus Paralyzation is often used to avoid falling into a covered pit, while spear-throwers, automated crossbows, and the like are sometimes treated as if they were monsters (attacking the victim's Armor Class at a given Attack Bonus).

Any character can use the Search skill (base 1 in 6 chance) to determine if an area or object has any secret mechanism or function, including traps. A successful use of this skill does not tell what the function is (it may very well be something that the character should want to trigger!), but will let the character know that it is there and how it is triggered. The search takes one turn per 10' square searched.

Trap detection may not be allowed if the trap is purely magical in nature; on the other hand, in such cases Magic-Users, Elves, and/or Clerics may be able to detect magical traps at the given 1 in 6 chance, at the Referee's discretion.


PEST

Maritime Adventures

WATERCRAFT	REQUIRED CREW	MILES PER DAY SAILING	MILES PER DAY ROWING	CARGO (TONS)	SHIP HIT POINTS
Raft	1	–	18	0.3	1
Canoe	1	–	18	0.5	3
Lifeboat	1	–	18	0.75	4
Trireme	170	24	18	65	24
Quadrireme	170	24	18	320	36
Longship	75	24	18	40	15
River Galley	20	24	18	50	12
Riverboat	16	24	18	10	6
Sailboat	1	24	–	3	5
Cog	20	48	–	150	20
Caravel	35	72	–	100	25
Carrack	82	48	–	685	34
Galleon	150	48	–	150	104
Cutter	20	72	–	190	27
Brig	45	72	–	250	42
Corvette	84	96	–	270	51
Frigate	84	72	–	610	60

- Good vessels have 5% greater speed and Ship Hit Points.
- Excellent vessels have 10% greater speed and Ship Hit Points.
- Advanced vessels have 15% greater speed and Ship Hit Points.
- Poor vessels have 10% less speed and Ship Hit Points.
- Awful vessels have 25% less speed and Ship Hit Points.

WATER VESSELS

Characters might employ any number of watercraft. The Watercraft Table details different kinds of water vessels, as well as their speeds when rowed or sailed, their Ship Hit Points and maximum cargo load.

Ship Hit Points (SHP) operate in the same manner as Hit Points do for monsters and characters, except that 1 SHP represents 10 Hit Points of damage. Any attack which does less than 10 Hit

Points of damage does not cause the loss of a Ship Hit Point. If a vessel is damaged to 0 or fewer Ship Hit Points, it will no longer move and the ship's weapons will no longer function. The ship will sink within 1d10 rounds.

WATER CONDITIONS

When traveling on rivers, the listed distances various vessels can travel in a day can be modified if the current is particularly fast or if the vessel is moving upstream. Adjust the average miles traveled each day up or down by 1d8+4 miles, as appropriate. The Referee might invoke other penalties, depending on what hardships a vessel encounters on a river. Shallow water, waterfalls, twisting waters, rapids, or sandbars all might impact on a ship's travel times.

There are many possible conditions at sea that might impact the average travel times listed for each vessel. The Referee should check water conditions at the start of each day by rolling 2d6. A result of 12 indicates strong winds and storms while a 2 means that the day is completely devoid of wind and a ship that is incapable of rowing cannot move for the entire day. Any vessel with sails can attempt to move with the wind to avoid damage from strong winds. However, this may not carry the ship in the direction of preferred travel. The direction will be chosen by the Referee. The vessel travels at the average speed × 3. If the ship encounters land during this travel, it has a 25% chance of finding a safe place to take refuge along the shore. Otherwise, the ship is driven onto the shore and breaks up because either it collides with the harbor wall or its hull is ripped open on the rocks in shallow waters. In these windy, stormy conditions a galley (defined for these purposes as any ship with a rowing speed listed) has an 80% chance of being overrun with water and sinking. If it is near shore when the storm hits, a galley can find a safe harbor 100% of the time if the shore has clear terrain. Otherwise, a galley will find a safe harbor on a roll of 1 or 2 on 1d6. Note that if the roll indicates no wind for the day, ships that can move by rowing can move their normal rowing speed for the day. Sailing ships are unable to move any significant distance under these conditions.

ROLL	MOVEMENT ADJUSTMENT	WIND CONDITIONS
2	No Sailing	No Wind
3	–¾ all movement	Greatly Unfavorable
4	–½ all movement	Unfavorable
5	–¼ all movement	Slightly Unfavorable
6–8	None	Normal
9	+¼ all movement	Slightly Favorable
10	+½ all movement	Favorable
11	× 2 all movement*	Greatly Favorable
12	× 3 all movement**	Fierce Wind

* All ships have a 10% probability of taking on water (20% for galleys), which will incur a penalty of –½ to movement instead and inflict 3d6 SHPs worth of damage on the ship.

** The ship will travel in a random direction determined at the Referee's discretion, as discussed previously. Galleys will sink 80% of the time. All ships take 5d6 SHPs worth of damage.

CREW

If there are fewer crew members on board than the minimum listed, a ship cannot be operated at normal levels of efficiency.

If there is less than a full crew, but more than three-quarters of the full crew, a ship's speed is reduced by 25% or the ship takes 1d6 SHP in damage that day.

If there is less than three-quarters crew, but more than one-half of the full crew, a ship's speed is reduced by 50% and the ship takes 1d6 SHP in damage that day.

If there is less than one-half crew, but more than one-quarter of the full crew, a ship's speed is reduced by 75% and the ship takes 1d6 SHP in damage that day.

If there is less than one-quarter of the full crew, then the ship cannot be controlled. It drifts as decided by the Referee and the ship takes 1d6 SHP in damage that day.

ENCOUNTERS AT SEA

Monsters can surprise a ship, but because monsters native to the water cannot generally be seen, or "sneaked up on," a ship can never surprise a monster. When the Referee rolls for a random encounter, the distance between the monster and the ship is 4d6 × 10 yards.

WATERBORNE CHASES

When two waterborne vessels, or a ship and a monster, encounter one another, one party may choose to flee. The distance between each of the groups is determined as per a normal encounter. Success depends entirely on luck and the difference between the speeds of the pursued and the pursuer.

If the fleeing party is faster than the pursuer, the base chance of escape is 80%. The base chance is 50% if both parties have the same movement rate, but decreases by 10% for every 30' movement that the escapee is slower than the pursuer (to a minimum of 10%). If the fleeing party is successful, the pursuing group cannot try to catch up with the fleeing party for 24 hours, and then only if a random encounter roll indicates an encounter. If the pursued monster or ship fails its roll to flee, the pursuer will gain on the fleeing party at a rate of 10 yards per round if the pursuer is slower than the other party or if the pursuer's speed is no greater than 30' more than the fleeing party. If the pursuer's speed is more than 30' faster than the fleeing party, the pursuer will gain on the fleeing party at a rate equal to the pursuer's speed per round.

WATERBORNE COMBAT

Time and movement functions in the same way in water combat as it does in other encounters. However, one of the major differences to note is that attacks and damage can be directed at waterborne vessels in addition to characters and monsters.

VESSELS AND DAMAGE

It takes a half of a crew's complement a full day to repair 1 SHP while a full complement of crew can repair 2 SHP in a full day. As long as the vessel never loses half or more of its SHP, all damage can

be repaired at sea by the crew. If the ship takes more than half of its SHP in damage, then the ship cannot be repaired to more than half its original SHP without returning to a proper port where the ship can be beached and refitted. Similarly, a ship that has suffered damage that reduces its SHP to below 25% of its original SHP cannot be repaired to more than 25% its original SHP without returning to a proper port.

SHIP-TO-SHIP COMBAT

Combat between ships is usually fought by either catapults or rams, both of which are detailed below.

CATAPULT

Rate of Fire: variable; ⅕ rounds with 4 crew; ⅛ rounds with 3 crew; 1/10 rounds with 2 crew
Range: 150–300 yards
Attacks as: Fighter level equal to crew number firing
Area effect: 10' square
Damage: 3d6 SHP or 1d6 SHP in fire damage per turn

Catapults can be operated by a variable number of crew which will affect the rate of fire and attack ability as indicated above. Catapults fire either solid metal-tipped bolts, or combustible loads such as pitch. A bolt inflicts the standard 3d6 damage, while a combustible load sets the target ship alight and does the indicated fire damage. It takes a minimum of 5 crew members 3 Turns to extinguish flames caused by a fire attack. For every five additional crew members, this time can be reduced by 1 Turn to a minimum of 1 Turn. A catapult cannot be used to attack a ship that is closer than the minimum range indicated.

RAM

Small Ship Ram Damage: (1d4+4) × 10 SHP or 3d8 hp
Large Ship Ram Damage: (1d6+5) × 10 SHP or 6d6 hp

The first amount listed for each size of ship is the amount of SHP damage inflicted when ramming another vessel. The second amount is the Hit Point damage inflicted when ramming large aquatic monsters.

BOARDING VESSELS

When one vessel closes with another and comes alongside it, the crew, marines, or occupants aboard either can attempt to board the other. If the occupants of both ships wish to board the other ship, their mutual intent makes the action succeed with no chance of failure. If only one side wishes to board the other, then the side that wishes to board has a 35% chance (–35 on 1d100%) of being able to successfully maneuver its ship into a position along the other from where it can launch a boarding action pull them together with grappling hooks. Once the members of both crews come into contact with each another, combat ensues following the standard combat rules. When characters are in the act of boarding another ship, they suffer a penalty of –2 to their attack rolls and Armor Class.

Retainers

RETAINER	DAILY WAGE	MONTHLY WAGE	MONTHLY LIVE-IN WAGE	SPACE REQUIREMENTS (IN FEET SQUARE)	SHARE
Accountant	5% of amount handled			10'+20'	–
Alchemist	–	250 sp	187 sp	15'	–
Animal Handler	14 sp	140 sp	105 sp	10'	–
Armorer	–	50 sp	37 sp	10'	–
Butler	–	150 sp	112.5 sp	10'	–
Coachman	6 sp	60 sp	45 sp	10'	–
Craftsman	–	100 sp	75 sp	10'+ 20'	–
Guard	8.4 sp	84 sp	63 sp	10'	–
Guide	14 sp	–	–	–	1/10
Henchman	–	–	–	10'	½
Laborer	5.6 sp	56 sp	42 sp	10'	–
Linkboy	4.2 sp	42 sp	31.5 sp	10'	–
Mercenary, Archer	–	125 sp	93.75 sp	5'	⅕
Mercenary, Cavalry	–	200 sp	150 sp	5'	⅕
Mercenary, Infantry	–	100 sp	75 sp	5'	⅕
Mercenary, Polearm	–	150 sp	112.5 sp	10'	⅕
Physician	28 sp	280 sp	210 sp	20'	–
Sailor	–	–	63 sp	–	⅕
Sailor, Captain	–	–	250 sp	–	1
Sailor, Navigator	–	–	100 sp	–	½
Sailor, Oarsman	–	–	30 sp	–	⅕
Scholar	–	100 sp	75 sp	10'	–
Servant	5.6 sp	56 sp	42 sp	10'	–
Slave	(1 sp)	–	–	5'	–
Slave Master	–	70 sp	52.5 sp	10'	–
Spy	–	200 sp	–	–	–
Teamster	10 sp	100 sp	75 sp	10'	–

An adventuring party is often more than just the sum of the player characters. A support network of NPCs is often necessary to really allow an expedition into the unknown to reach its full potential. Once the expedition reaches its destination, who is going to excavate the area around the Pharaoh's tomb so that the entrance can be discovered? Afterwards, who is going to carry all that treasure back? Are the pack animals efficiently utilized? Who is guarding the camp? And what is to be done with all that treasure after it has been recovered? Surely the player characters are not a traveling gold caravan? Where do the player characters live? Surely not in a hovel if they have become successful treasure seekers. If so, who looks after their household when they are away?

These support characters are called Retainers.

The basic types of retainers and their basic stats are listed in the table on the previous page.

- ¶ The Daily Wage is the cost of hiring one person of that type for a single day. The Monthly Wage is the cost of hiring a worker long-term, although the worker retains his own residence and is expected to work no more than one third of any particular day. If no long-term contract is worked out, or the length of employment is unknown at the start, then the Daily Wage must be paid, even if the length of employment lasts longer than a single month.
- ¶ The Monthly Live-In Wage is for those retainers who live on their employers' property and have room and board included in their wages.
- ¶ The Space Requirements detail how much living space the retainer requires for living space on the property. If there is a "+" number, the second number is the work space that they require in addition to their living space.

Most retainers will absolutely not subject themselves to danger. Those that are willing to place themselves in dangerous situations will receive a share of treasure gathered (and Experience Points) as noted. Note that these shares are only for those actions that the retainer takes a direct part in.

It is common for retainers to negotiate for their families to receive death benefits should they die while in service. Any full-time retainer who does not receive shares is due a death benefit payable to his family (or the local magistrate should no family be known) equal to one hundred times his daily wage (or twelve times their monthly wage if no daily wage is given). The family of the retainer who would normally receive shares can expect a death benefit equal to half of the usual share that the retainer would normally receive. In either case, the death benefit received is paid out in silver rather than Experience Points. Should a retainer die in service, there is a 50% chance that the recently deceased retainer has a family that will try to collect the death benefit.

Details of each type of retainer are found below.

ACCOUNTANT

Households are largely disorganized affairs. Any household with five or more retainers that does not include an accountant increases its running costs by 1d20% in any particular month as money slips through the cracks.

ALCHEMIST

An alchemist reduces the amount of laboratory time needed for any magical research by 1d6 days per project. The alchemist must be present for the entire project, and paid by the month.

ANIMAL HANDLER

While it is assumed that an odd animal here and there can be taken care of by its owner, having large numbers of animals on a property without anyone to see to their proper management creates a chaos of its own. Any property which has at least five animals (meant for hauling, work, or riding) needs an Animal Handler, and one Handler is required for each twenty such animals.

ARMORER

Armorers are required to forge new armor and weapons and to keep existing armaments in good condition. One armorer per fifty armed troops is necessary.

BUTLER

A household can be a very disorganized place. If a character wanted to deal with all of the aspects of

handling the day-to-day issues of running both his household and his retainers, then he would be a boss rather than an adventurer or explorer. A Butler (sometimes called a Steward) acts as head of the household and interacts with the staff so that the master of the house does not have to. If there are at least three different types of retainers (not counting sailors or mercenaries), then a Butler is necessary or the Morale of the retainers drops by one.

COACHMAN

A coachman is a character's personal driver, on call to transport the player character about town. For short-term employment, see the Coach Charters in the Services section of Equipment. Coachmen do not travel across the frontier or go anywhere that is not a safe, civilized area on reasonably maintained roads. If an adventurer wishes to hire someone who will drive his coach or wagon across the frontier, then he should hire a Teamster (see below).

A coachman's wages do not include the coach itself or the animals to pull it.

CRAFTSMAN

Craftsmen include carpenters, masons, metalworkers, tailors, and other types of workers that take raw materials and make finished goods. Each craftsman hired specializes in a single trade, but an estate can hire one general craftsman to work as a handyman who will help maintain its infrastucture.

GUARD

Guards are much like mercenaries, but they are not expected to travel. They will guard property and act as bodyguards for members of the household when out and about.

GUIDE

Guides are adept at finding their way in the wilderness. With a guide in tow, the chances of becoming lost are reduced, with the Bushcraft skill roll for becoming lost being made with a two point bonus.

HENCHMAN

Henchmen are different in that they are not exactly hired help, but actually adventuring sidekicks. They also are classed characters. Characters can only hire henchmen that are at least two levels below their own. Henchmen are often found during adventures as allies, and make for great replacement player characters if and when a player's character dies.

LABORER

Laborers do construction work, excavations, heavy lifting, and other physical sorts of labor. For every ten laborers, a foreman who is paid twice the average laborer's wages is needed.

LINKBOY

A linkboy is a servant who is a torch/lantern bearer. They do not do heavy labor or carry equipment (else the linkboy is treated as a laborer).

MERCENARY

Mercenaries are paid warriors-for-hire. If recruited from the citizenry, all equipment must be supplied by their employers. To hire an existing mercenary company, its employer must hire at least 20 at once, and even then the standard gear is leather armor and a mêlée weapon. Mounted mercenary troupes cost ten times the normal amount.

For every ten mercenaries hired, there must be one sergeant, who earns double what the average mercenary does, or their Morale drops by one. A

hired group of one hundred or more mercenaries must have a captain (paid ten times as much as an individual soldier).

Mercenaries are always 0 level, with sergeants being 1st level Fighters. Captains will be from 1st to 3rd level Fighters.

PHYSICIAN

A character under the care of a physician in comfortable, safe surroundings (not in a dungeon or in the wilderness) recovers double the usual number of Hit Points as listed under Healing.

SAILOR

Sailors, it will come as no surprise, man ships of the sea. They can handle every duty on board, from scrubbing the decks to repelling pirates. For every ten sailors, there must be a mate to organize them or the sailors' Morale drops by one.

Sailors are assumed to live on their ship.

SAILOR, CAPTAIN

A ship full of sailors is not going to respect a landlubber, no matter how competent (or rich) he is. A proper sea captain is necessary to organize and command a ship's crew, else the crew's Morale drops by one.

SAILOR, NAVIGATOR

Every vessel that leaves sight of land requires a Navigator on board, or else it has an increased chance of getting lost.

SAILOR, OARSMAN

If a vessel an oared ship and not a sailing ship, oarsmen can instead be employed. Other than their pay, oarsmen are essentially the same as sailors.

SCHOLAR

A scholar reduces the amount of laboratory time needed for any magical research by 1d4 weeks per project. The scholar must be present for the entire project, and paid by the month.

SERVANT

Every proper household requires servants to answer the door, bring the tea, cook meals, tidy up, run messages, and generally make life convenient and comfortable for the master of the house. Guests of importance will feel that they are in a home of ill-breeding if they are not greeted, and waited upon, by a servant. There should be one servant per five rooms on the property and one servant per ten individuals living on the premises.

SLAVE

Slaves are intelligent beings who are owned by others. Many societies frown upon (to various degrees, some quite severely) the owning of slaves that are the same race/religion/ethnicity as the predominant population, but look back to real world history and one can find a great many examples of slavery in practice. The role and extent of slavery in the campaign world is determined by the Referee.

A slave costs 50 sp, or 20 sp if purchased as a child. A slave will cost more if he has a specialized skill.

A slave counts as half a person in a property's food budget since they are often fed leftover or substandard fare, even when otherwise treated well.

SLAVE MASTER

Even well-treated slaves are still slaves and not willing workers. For every ten slaves, a slave master is needed to oversee them.

SPY

Well-to-do households and powerful families need to know what is happening in the private halls of others like them—even if just to be made aware of hostile intentions. Just the same, every household of influence will be targeted by others hoping to get information about it and its master. As his cover, a spy will perform the tasks of a regular retainer, but is paid an extra sum to snoop around a bit and report all relevant information back to his employer. A spy is always a long-term employee.

TEAMSTER

A teamster is an expert at efficiently packing animals and preparing them to haul cargo (or pull carts and wagons) over long distances. Teamsters alleviate some of a pack animal's encumbrance and lessen the chance of vehicles breaking down while traveling.

HIRING RETAINERS

In most civilized areas, it is not difficult to find people who are out of work. The Referee will determine how many qualified applicants are available for any particular position, and it generally costs about 2 sp to get word out about the job opening.

When the applicant meets the hiring character, there are three or four factors which influence whether the applicant takes the job, and how loyal he is:

- ¶ Payment
- ¶ Employer's Charisma
- ¶ Term of Service
- ¶ Living Quarters, if long term employment is offered

There is no adjustment to loyalty if the offered pay is standard. For every 50% increase above the standard rate, add one to the rolls below. For every 10% decrease below the standard rate, subtract one.

The employer's Charisma modifier applies to both rolls.

If employment is promised to be ongoing, that is for at least three months, then add one to both rolls.

If the long-term employment involves the employee residing on the character's property, the size of the employee's living space is an issue. If it is as listed, there is no adjustment. If it is half as large, there is a –2 modifier to the rolls, but for every 50% increase, there is +1.

Roll 3d6 twice on the following table when a character attempts to hire a retainer. The first roll will determine if the applicant accepts the position, while the second roll on the same table will determine the retainer's loyalty (or Morale) score.

The Referee will make both of these rolls and the results will be kept secret. Players should never know exactly how (dis)loyal their retainers are.

ROLL	ACCEPT POSITION?	LOYALTY/MORALE
3	No	2
4		3
5		4
6		5
7		6
8		6
9		7
10		7
11	Yes	7
12		7
13		8
14		8
15		9
16		10
17		11
18		12

WHEN LOYALTY SHOULD BE CHECKED

For domestic retainers, Loyalty should be checked whenever there is any danger encountered during the course of their normal duties. If anything scandalous or illegal happens, their Loyalty should also be checked. A change in their superior may also cause a check, while any change in pay or living conditions would certainly trigger a check. Being asked to perform duties beyond their normal job description would cause a check as well.

For positions where danger is expected, any opportunity to greatly profit at the employer's expense (say treasure is found) would cause a check, and being asked to do obviously dangerous things would also prompt a check. Using retainers as cannon fodder or trap testers will cause an immediate check, not only of the employee so treated, but for every one of that character's retainers.

For actual combat situations, see the section on Morale under the Combat section.

In situations where the servant's employer is not clearly the one behind the orders, a check is in order. Retainers are hired by specific characters, and will not stand to be treated as part of a "servant pool" by the entire group of player charcters!

It is up to the Referee what happens as a result of a failed roll, although it should have something directly to do with the retainer's function (for example, an Accountant might embezzle his employer's money) or the trigger of the Loyalty check (a maid might go to the authorities if she discovered criminal activity, for example).

Property and Finance

COMPARING THE WAGES of common workers and the starting money for player characters makes it obvious that the average starting player character is already in a position of privilege. That the character will then likely pursue further wealth, and indeed since such wealth is necessary to advance in level, makes it obvious that successful characters in this game will become quite rich.

What to do with all that wealth?

PROPERTY

Owning property is a great way for characters to both spend, and invest, their wealth. The prices given for property in the Equipment section are averages; the Referee is of course free to create custom price lists for different locations and conditions. At the very least, a place to store excess treasure will be needed, as well as people to guard it and run things while the character is off adventuring.

Owning property also gives a character a stake in local politics and will lead to many NPCs becoming involved in the character's life.

Note that for the purpose of these rules being a landowner does not imply rulership over anything other than the household staff. The complexities of being a political power are beyond the scope of these rules, which assume that the characters are explorers and adventurers.

UPKEEP

It costs 1 gp (50 sp) per month for food and other essential supplies per resident of the household.

A landowning character must pay 1d6% of the property's value every year just for simple maintenance. This is increased by 1d10% if there is no accountant on staff, and by another 1d4% if there is no handyman or craftsman on the payroll.

TAXES

A landowning character must pay 1d4+3% of the property's value per year in taxes, adding another 1d10% if there is not an accountant on staff.

INVESTMENT

Another method of using (and hopefully growing!) wealth is investment. Merchant houses importing and exporting goods, explorers looking for sponsors for their latest expeditions, craftsmen looking for capital to open their own shop in town—all of these give a character opportunity to invest and earn a profit from his accumulated wealth.

These rules will be handled abstractly, unless the Referee wants to be specific. The player merely

specifies how much the character wishes to invest and what level of risk the investment involves. It is assumed that even if a character owns a business, he will not be involved in the day-to-day operations, since the character is an adventurer!

YEARLY RETURN

A stable investment will grow by 1d8–4% a year. A risky investment will grow by 1d20–10% a year. A wild investment will grow by 1d100%–50% a year.

Add +1d10% if the character making the investment has an accountant on his staff.

If the final growth is a positive number, the character will receive that much money in cash, to be kept, spent, or re-invested as the character wishes. If the final growth is a negative number, the character receives no money and the value of the investment decreases.

These yearly return amounts "explode," either positively or negatively. If the maximum number on the die is rolled, roll again, adding the new number (without the modifier), and keep rolling and adding as long as the maximum number is rolled. If the minimum number is rolled, roll again, and subtract that number from the return (without a modifier), and keep rolling and subtracting as long as the minimum number is rolled.

A character can only freely withdraw his investment at the time of the yearly return. Otherwise, there is a penalty of –1d6+4% on his investment.

All figures include taxes due on the investment.

EXAMPLE 1

A character has 50,000 sp invested in a Risky venture. On the yearly roll, he rolls a 20, meaning a 10% gain (alas, he has no accountant). Because he rolled a 20, he rolls again, and gets a 3. He adds this 3 to the original 10, totaling a 13% gain. At the end of the year, his investment returns him 6,500 sp!

EXAMPLE 2

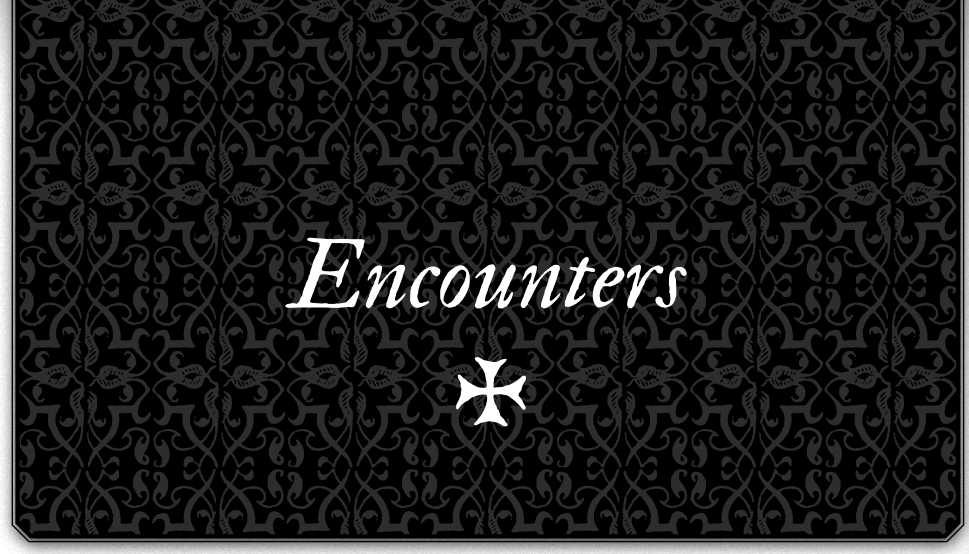
The same character has 10,000 sp invested in a Stable venture. On the yearly roll, he rolls a 1, meaning a 3% loss (again, he has no accountant, the fool!). Because he rolled a 1, he rolls again, and gets a 7. He subtracts that 7 from the original –3, for a total loss of 10%. The character makes no money that year and his investment loses 1,000 sp in value.

BANKRUPT!

There is a chance that an investment will simply go bust during any given year, and the character will lose every last copper he has made in that investment. The chances are:

INVESTMENT TYPE	CHANCE OF BANKRUPTCY
Stable	5%
Risky	10%
Wild	25%

Encounters



ENCOUNTERS ARE ANY SITUATION where the player characters meet other characters or creatures in uncertain circumstances. There is no limit to the options available for an encounter. Attack? Parley? Run? Sneak around? All, and more, are possible actions and outcomes…

SURPRISE

When surprise is possible, roll 1d6 for each side which might be surprised; most normal characters are surprised on a roll of 1–2. Surprised characters are unable to act for one Round. Characters or creatures which are well hidden and prepared to perform an ambush act from surprise on a roll of 1–4 on 1d6. Some characters or creatures are described as being less likely to be surprised; reduce the range by 1 for such creatures.

The foes of surprised characters can take a free action before Initiative is rolled.

Note that explorers traveling in a large party underground with light sources and metal armor clomping on stone floors are not going to surprise anything or anyone.

ENCOUNTER DISTANCE

Encounters begin with the closest opposing characters 3d6 × 10' apart, unless there are specific details which would define the encounter distance, such as being in fog or a forest. In environments with limited visibility (such as underground), the maximum encounter distance will be the visibility distance. Note that creatures that can see in the dark and have ranged combat capabilities will certainly attack from beyond the range of their opponents' vision.

REACTIONS

In most instances, NPCs' reactions will be obvious based on the circumstance of the encounter. If there is any doubt, consult the following chart.

This chart can also be used in any situation where someone is attempting to convince an NPC as to a course of action and there is doubt as to the outcome.

ROLL	REACTION
2	Hostile
3–5	Unfriendly
6–8	Indifferent
9–11	Talkative
12	Helpful

COMBAT

INITIATIVE

There are two methods of determining Initiative:

- One player rolls 1d6 for the player characters' side, and the Referee rolls 1d6 for the opposition. The winner's side acts first, the loser acts second.
- All player characters roll 1d6 for initiative individually, and the Referee rolls initiative once for each type of enemy they are facing in combat. Then the Referee counts down from 6 to 1 (with each of these units being a Segment of the combat Round), with everyone acting on their particular Initiative Segment.

If opposing groups roll the same Initiative number, break ties using the Dexterity modifier. For creatures without a Dexterity score, the Referee can roll 3d6 to determine their Dexterity for purposes of Initiative only. If there are still ties, then all tied combatants act simultaneously.

THINGS TO DO IN ONE ROUND

These given options certainly do not consist an exhaustive list of possible actions. The Referee has the final say in what can or cannot be done in one Round.

ATTACK

A character can attack if there is an enemy within striking range. The Referee will inform the player what the opponent's AC is, and the player rolls a d20 to determine if his character hits. If the result is equal to or greater than the defender's AC (including all modifiers), then the character inflicts the weapon's damage upon the opponent.

Strength modifiers are added to the Attack Bonus in mêlée. Dexterity modifiers are added to the Attack Bonus in ranged combat and to Armor Class.

Fighters, Dwarfs, and Elves have two extra options when attacking in mêlée. They are:

- Press: This is a fierce attack made at the expense of defense. +2 to hit, –4 AC penalty.
- Defensive Fighting: This is a more conservative attack, emphasizing defense more than offense. +2 AC bonus, –4 to hit.

Armor Class adjustments remain in effect until the character's action in the following Round.

Attacking ends a character's Round.

CAST A SPELL

Casting a spell during combat is a very risky proposition because the caster leaves himself completely helpless and open to attack while doing so. Magic-Users must have both hands free (a staff or wand

in hand is acceptable), Elves need just one free hand, to cast a spell. Clerics must have their holy symbol in one hand for the entire Round. A character wishing to cast a spell cannot drop anything at the beginning of the Round or move at all during the whole of the Round. His attention must be on casting the spell for the entire Round.

Spells with an instantaneous or permanent duration take effect right away. All other spells take effect at the beginning of the next Round before Initiative rolls are made.

If a character has taken any damage earlier in a Round, the character cannot cast a spell that Round.

CHANGE WEAPONS AND ATTACK

If a character is not holding the weapon that he wants to use, he can drop what is in his hands and draw a weapon (assuming the weapon is in an accessible place such as on a belt scabbard). There is a –2 penalty to hit during the Round that this happens.

HOLD ACTION

Sometimes winning the Initiative over a foe is not all that advantageous because it is important to know what the opponent is going to do before deciding for oneself. Any action can be held until the end of the Round, and at the time the action is taken, it happens simultaneously, not before, other actions are taken. For instance, if waiting for an enemy to close later in the Round before attacking, when that enemy closes both attacks happen simultaneously; the one holding his action does not act first.

MOVE

A character can move up to ⅓rd of his normal movement rate in feet every Round, and can also attack during this Round if there is an enemy within that distance.

Alternately, a character can charge, moving his full rate and doing double damage, but suffering a –2 AC penalty for that Round.

Characters with weapons that can receive a charge automatically strike first against an enemy closing into mêlée range with them, unless they have already acted that Round, and do double damage against the charging enemies.

PARRY

Characters can decide to defend themselves in combat at the expense of all other possible activity. No other action is allowed during a Round in which a character parries, although the player is free to decide that his character is parrying at any point during the Round, even out of Initiative sequence, provided that the character has not yet acted. This gives a +2 AC bonus for the Round, or a +4 bonus for Fighters, Dwarfs, and Elves.

USE AN ITEM

If an item is in a character's hands, or handy on his belt, the character can use it freely. If the item is in a pouch, the item will take 1d3+1 rounds to ready (including the first Round). If the item is in a sack or backpack, it will take 3d6 Rounds. During this time, the character can be attacked as if from behind; if the character defends himself with his normal AC, the Round does not count as searching for an item as he is concentrating on avoiding being hit rather than readying the desired item. It is not a good idea to sit there and rifle through one's pack while somebody is trying to kill you.

OTHER COMBAT ISSUES

AIMING

If using a missile weapon, a character can decide to take a full Round to aim. This means taking absolutely no action for an entire Round except aiming, during which time the aiming character has no Dexterity modifiers to his AC. On the following round the aiming character receives a +4 to hit when firing on his action. The aiming time is in addition to normal reload times.

ATTACKING FROM BEHIND

If a character is attacked from behind by an enemy he is not aware of, he loses all Dexterity and shield modifiers to AC and the enemy receives a further +2 bonus to hit.

COVER

Cover is protection behind something that can actually block incoming attacks, such as a wall or arrow slit. Cover bonuses are as follows:

COVER	AC BONUS
25%	+2
50%	+4
75%	+7
90%	+10

FIRING INTO MÊLÉE

Firing into mêlée with a missile weapon is a very uncertain thing. If doing so, randomly determine who in the mêlée is actually targeted—the firing character does not get to choose—before rolling to hit.

If the firing character takes a full Round to aim, one possible target of the firing character's choice counts as two people in the mêlée when the Referee comes to determine the targets. For example, if a character fires into a combat where two of his allies are fighting a lone enemy, normally there would be an equal chance of targeting each of the three combatants. After aiming, the enemy would count as two figures, giving a full 50% chance that the enemy would be the one targeted.

Significantly larger characters or monsters in a mêlée count as two characters for random targeting purposes, and truly gargantuan creatures can be fired upon using the normal rules.

Dexterity modifiers do not apply, for either the firing character or the targets, when resolving missile fire into mêlée.

HELPLESS OPPONENTS

Helpless opponents, defined as those sleeping, bound, magically frozen, etc., are automatically hit for maximum damage by anyone attacking them with a mêlée weapon.

HOLY WATER

Holy water can be sprinkled on an opponent within mêlée range, and the opponent will always be considered AC 12 in this situation unless using actual armor and/or shield. This takes up both the attacker's hands and actions for the full Round.

Holy water, if in a glass container or flask, can be thrown with the same range modifiers as a rock. If it hits, it will only break and unleash the holy water 75% of the time. Otherwise it simply does the same damage as a thrown rock.

Holy water inflicts 1d8 damage against appropriate targets such as undead, summoned creatures, innately magical beings such as Elves, etc.

INVISIBILITY AND DARKNESS

Characters fighting opponents that they cannot see suffer a –6 penalty to hit in mêlée and all attacks against them by the unseen party are considered to be "from behind" (if the unseen party is able to see, of course!). Missile attacks against unseen targets automatically miss, although that Referees may decide to check to see if a random character is hit in the dark if a character fires wildly into occupied dark space.

MORALE

NPCs and monsters do not always fight to the death; in fact, most will try to avoid death whenever possible. Each NPC, monster, or group of the same monsters should include a Morale score, a figure between 2 and 12. To make a Morale check, roll 2d6; if the roll is equal to or less than the Morale score, the NPC, monster, or monster group is willing to stand and fight. If the roll is higher than the score, the NPC, monster, or monster group has lost their nerve. NPCs, monsters, or monster groups with a Morale score of 12 never fail a Morale check; they always fight to the death.

In general, Morale is checked when an NPC, monster, or monster group first encounters opposition (and they do not outnumber their opponents), and again when they are reduced to half strength (either by numbers if more than one NPC or monster, or by Hit Points if the NPC is alone). For this purpose, enemies incapacitated by *Sleep*, *Charm*, *Hold*, or similar spells or magic are counted as if dead.

The Referee can apply adjustments to an enemy's Morale score in some situations, at his discretion. Generally, adjustments should not total more than +2 or –2. No adjustment is ever applied to a Morale score of 12. An NPC that fails a Morale check will generally attempt to flee; intelligent monsters or NPCs may attempt to surrender, if the Referee so desires.

Note that special rules apply to retainers; see the relevant rules in the Retainers section.

MOUNTED COMBAT

Mounted characters receive +1 to hit (unless using minor or small weapons) and a +1 AC bonus when in mêlée combat against enemies on foot. Mounted characters receive a –5 penalty to hit with missile fire while mounted.

OIL AND FIRE

Lobbing flasks of flaming oil is a popular tactic of explorers. Here is how that works:

The oil flask must be in hand, its lid or stopper removed, and a wick of some sort (usually a bit of cloth) already prepared and lit.

Lamp oil is not napalm. If a creature is subjected to ignited lamp oil, it will suffer 1d4 points of damage. If the damage roll is 4, then the victim must make a saving throw versus Breath Weapon or else suffer another 1d4 damage on his next action. If that roll is a 4 as well, then the victim becomes engulfed in flames.

A creature completely engulfed in fire is in trouble. The creature suffers 1d8 damage per Round until he either dies, or the fire is put out. Creatures who are alight usually react by immediately fleeing in search of water, or failing that, simply run aimlessly until collapsing.

Of course any fire has a chance to set alight wood structures or objects, not to mention material such as curtains, carpets, tapestries, etc.

PURSUIT

When one character or party is running from another, it is not merely a matter of movement rate which decides the outcome unless the chase is over open territory. Otherwise, both sides in a pursuit roll 1d20 and add their movement rate divided by 10. For example, characters with 120' movement roll d20+12. The higher roll wins. Individual rolls for those with different movement rates can be used at the Referee's discretion. You do not have to outrun the enemy, you just have to outrun your slowest ally!

No mapping or other record keeping is allowed during a pursuit. The Referee will declare in general terms where the character goes. "You run down the corridor, past two doors, and duck to the left in a passageway," is perfectly fine description in a dungeon, with the character not being told details along the way. After all, the character has been running for his life with a flickering light source through hostile territory! Wilderness pursuit will be rather less mysterious of course.

Dropping items or money or treasure or food might make pursuers break off pursuit, depending

on why they are pursuing. If a character drops valuable goods, or treasure, in the path of treasure-seeking enemies, those enemies must make a Morale check to stop pursuit. If an unintelligent creature is pursuing, then food is what it wants, and the appropriate food dropped causes a Morale check, with failure meaning the creature stops to eat the food. Dropping an obstacle, such as flaming oil, will normally stop pursuit as well.

UNARMED COMBAT

Fists are treated as minor weapons, doing 1d2 hp damage.

WRESTLING

A character may attempt to wrestle another character to either immobilize or take something out of that character's hands.

The attacker must have both hands free. The defender, if he is armed and has not yet acted during the round, can immediately make an attack against the aggressor before the wrestling attempt is resolved.

Wrestling is resolved with a contested roll. Both parties roll 1d20 and apply both their mêlée Attack Bonus and Strength modifier. Ties are decided by Dexterity modifier, or a die roll if both are still tied.

The winner decides whether the loser is immobilized, if he will attempt to disarm the loser of the contest, or if he releases the loser.

An immobilized opponent can usually take no action other than attempting to escape on his next action, but can instead attack a grappling opponent with natural or minor weapons. Resolve this with another wrestling roll. Any character immobilized for three successive wrestling contests is considered pinned and helpless—no further attempts to escape can be made.

If disarmament is attempted (and this includes snatching any held object, not just taking away weapons), the defender must make a save versus Paralyzation to keep hold of the object that his attacker is attempting to take.

While wrestling, attacks are made against all involved as if they were surprised.

If there are multiple opponents attempting to wrestle a single defender, all attackers make their rolls as normal, but only the best roll is used with a +1 bonus for each additional attacker.

Creatures whose physiology or special abilities suggest that they have an advantage when grappling (tentacles, adhesive, multiple limbs) gain a further +1 bonus to their wrestling roll per Hit Die.

Clerics

CLERIC MAGIC IS DIVINELY INSPIRED, and is granted to Clerics through prayer. Whether these powers are granted to Clerics by higher powers, if these higher powers are what the Cleric believes them to be, or if all Cleric spells are merely ritualized forms of sympathetic magic, are all subjects frequently debated. Only one thing is for sure: Cleric magic is indeed magic of a sort. Even though Cleric spells are formalized in a way that Magic-User spells are not, their results cannot be duplicated by non-Clerics.

The process of gaining, preparing, and casting Cleric spells is indeed formalized, but only within a religion. Different religions, and even different sects within the same religion, execute their magical rituals differently from one another.

BEGINNING SPELLS

Clerics can cast any spell on their spell list, and do not use spellbooks. So all first level Clerics have full access to all first level spells, for instance.

PREPARING SPELLS EACH DAY

A Cleric must rest for six continuous hours before preparing spells. After resting, the Cleric must meditate and pray for a number of hours equal to the highest level spell being prepared. This process is sometimes called memorizing spells.

Spells remain in memory until they are cast, and once they are cast, the power of the spell leaves the caster. However, the same spell can be prepared multiple times. The Cleric's spell charts give the maximum number of spells that can be memorized at each level and the Cleric can never have more than this number prepared at one time. A Cleric can simply dismiss spells from his mind uncast, clearing the "spell slot" for other spells when preparing them as usual.

Reversible spells must be prepared as either the "straight" version or the "reversed" version; the decision cannot be made at the time of casting.

A Cleric can only safely prepare spells once every twenty-four hours. The mind simply cannot handle any more.

SPELL SCROLLS

Scrolls are magical items which allow a Cleric to cast a spell without prior memorization, even if the spell is of higher level than the Cleric is able to cast. The scrolls are written in the language of the writer, so no *Read Magic* spell is necessary as it is for Magic-User spells, but to use a scroll a Cleric must be able to read the language of the writer. Curiously, scrolls written by Clerics of different religions can be used with no penalty or modification, and it is this fact that leads some heretical and blasphemous philosophers to believe that Cleric magic is not actually directly connected to any particular religion or deity.

Casting a spell from a scroll erases it from the scroll.

A character must hold the scroll with both hands in order to read/use it, and if used in combat takes the entire action of the caster to use.

All spells cast from scrolls use the level of the reader, not the writer, to determine the effects of the spell.

WRITING A SCROLL

Any Cleric can create a spell scroll for any spell that he is able to cast.

The process costs 50 sp per day in offerings to the Cleric's deity and/or ritual expenses.

Even though a scroll is essentially a "one-use" formula for a spell, scrolls must be individually created with the requisite prayers and meditation.

PROTECTION SCROLLS

Clerics are able to create scrolls which can repel certain types of creatures. The Cleric creating the scroll even gets to choose which category. It can be as specific as the Cleric wants ("Humanoids who dwell in the Foul Caverns!"), but can only be so general as to make easy distinction between affected and non-affected creatures.

The making of such scrolls requires a sacrifice—a number of creatures of the target class must be sacrificed (in a manner consistent with the Cleric's religious teachings) to capture the effect of the warding magic. The total Hit Dice value of the creatures sacrificed determines the length of time of the scroll's crafting as well as the chance that the preparation will be successful. For each 5 Hit Dice of this total, the Cleric must spend one day preparing the scroll, while the total number of creature Hit Dice equals the percentage chance that the process will successfully create a working *Protection* scroll.

It costs 50 sp per day in offerings to the Cleric's deity and/or ritual expenses to create a *Protection* scroll.

Protection scrolls, when used, will prevent the target class of creature from approaching within 10' of the user for d4+ 2 Turns.

CREATING HOLY WATER

Water that is to be made into holy water must first be at rest in a basin in a place holy to the Cleric's religion. Then, at the same time every day for nine days straight, a *Bless* spell must be cast on the basin and its contents. On the tenth day, the water must be placed in a vial, and then the tenth *Bless* cast upon it. Only then can it be used to combat the unnatural and the evil.

Most "holy water" used in religious rituals and services is merely symbolic. While suitable for its purpose, it does not have any potency against the undead or otherworldly creatures unless this ritual is performed.

RESEARCHING A SPELL

A Cleric's player can invent totally new spells for his character to research. The player must first write the spell in the format of the other spells in the spell lists. The Referee must approve the spell,

and should revise the spell for the player in advance of any research (sometimes this will merely involve altering the spell level). If successful, the character now has a spell that no other character has in the game!

The process costs 100 sp per day in sacrifices and/or ritual costs as determined by the Cleric's religion.

Note: There are many sources of new spells found in published supplements and online sources. It will be up to the Referee to decide whether researching these spells would count as being on a "standard spell list" or not. The Referee also has the right to change the listed level of the spell as suits the campaign, change other details, or even disallow a spell entirely.

TIME OF MAGICAL ACTIVITIES

When writing scrolls or researching spells, the character (and player) will never know exactly how long it will take.

The player must declare ahead of time how long the character will take to perform the activity. The Referee will randomly determine the actual necessary length of time it should take according to the table below (which the player may also use to estimate how long they wish to work). The period must be uninterrupted for the character; any significant interruption undoes all work and the project must be started anew. The costs up to that time are wasted. Only after the time passes in-game and the money is spent can success be determined.

If the character spent time equal to, or greater than, the amount necessary, then the work is automatically a success. If the character spent less time, the entire project is a failure; all work has been for naught, all money spent has been wasted, and the process must begin from scratch. There is also a 10% chance that any failed project results in a curse as determined by the Referee.

The time required is doubled if the Cleric is not working in a temple or church of his religion of a size more than a thousand square feet times the level of the spell.

The character's Wisdom modifier is applied to the final number of required days (with a positive modifier lessening the number of days, of course). The minimum amount of time it takes to research spells or write scrolls is never less than a day.

ACTIVITY	TIME
Writing a Scroll	Spell Level × 2d6 Days
Researching a New Spell	Spell Level × 4d6 Days

CASTING SPELLS

Spells are cast by a combination of mental concentration, gesticulation, and chanting. In order to cast a spell, a Cleric must clutch a holy symbol of his religion and be able to chant freely. A character that is bound, gagged, Silenced, or otherwise unable to gesture or speak, cannot cast spells. Casting a spell cannot be done secretly, stealthily, or disguised as another activity; the actions necessary to casting a spell will be obvious to all.

Magic-Users

MAGIC IS ART, NOT SCIENCE. Each work of magic, from casting a spell, to writing a scroll, to creating a potion, is something that must be done from scratch each time. Merely replicating what has already been done will never work.

A spell is a fairly standardized effect that has been repeatedly created by many Magic-Users. While every Magic-User must use a spellbook to store his magical knowledge—mortal brains are not structurally designed to hold this information—there is no set "formula" for any particular spell. Take the spell *Magic Missile*, for instance. It is a very common spell, especially for traveling and adventuring Magic-Users, but if you looked at the spellbooks of one hundred Magic-Users which all contain *Magic Missile*, no notation of the spell would look the same. Each spell notation is a combination of reference notes, philosophical debate against the universe, and gibberish, scribbling, all of which serves one purpose: To trigger a dream-state understanding within the Magic-User's mind. Nothing contained in a spellbook is a "how to" guide so much as an individual recipe for self-induced hypnosis.

All rules concerning Magic-Users also apply to Elves unless specifically noted.

BEGINNING SPELLS

At the start of play, every Magic-User's spellbook contains *Read Magic* plus three other randomly-determined first level spells.

An Elf begins play with only *Read Magic* in the spellbook.

Upon attaining a new level, a Magic-User can add one random spell to his book free of charge from his choice of spell levels he is already able to cast, but the time for researching or transcribing the spell remains as standard.

PREPARING SPELLS EACH DAY

A Magic-User must rest for six continuous hours before preparing spells. After resting, the Magic-User must study using a spellbook for a number of hours equal to the highest level spell being prepared. This process is sometimes called memorizing spells.

Spells remain in memory until they are cast, and once they are cast, they fade from the mind like a dream upon waking. However, the same spell can be prepared multiple times. The Magic-User's spell chart give the maximum number of spells that can be memorized at each level and the Magic-User can never have more than this number prepared at one time. Spells cannot be simply dismissed from the mind; they must be cast to clear the "spell slot."

Reversible spells are effectively two different spells: the "normal" version and the "reversed" version. They must be researched, transcribed, and prepared as different spells.

A Magic-User can only safely prepare spells once every twenty-four hours. The mind simply cannot handle any more.

Magic-Users can only prepare spells which are written in their spellbooks.

SPELL SCROLLS

Scrolls are magical items which allow a Magic-User to cast a spell without prior memorization, even if the spell is of higher level than the Magic-User is able to cast. A Magic-User must cast *Read Magic* in order to read a scroll (even to identify the spells contained on it!), but at any point thereafter the spell can be cast from a scroll. A scroll can have multiple spells on it, but only one spell can be cast at a time. Casting a spell from a scroll erases it from the scroll.

A character must hold the scroll with both hands in order to read/use it, and if in combat it takes the caster an entire action to use, just like casting a normal spell.

All spells cast from scrolls use the level of the reader, not the writer, to determine the effects of the spell.

WRITING A SCROLL

Any Magic-User can create a spell scroll for any spell in his spellbook.

The process costs 50 sp per day.

Even though the scroll is essentially a "one-use" formula for a spell, each must still be individually researched and crafted, and not mass-produced. Indeed, making a copy of a spell scroll will not imbue the copy with magical energy, or at the Referee's discretion, perhaps making the copy would dissipate all magical energy from the original as well!

TRANSCRIBING SPELLS

FROM A SCROLL TO A SPELLBOOK

If a Magic-User finds a spell scroll containing a spell not already in the Magic-User's spellbook, he can instead transcribe the spell on the scroll into his spellbook. This will remove the spell from the scroll.

The process costs 20 sp per day.

FROM SPELLBOOK TO SPELLBOOK

Spellbooks are large, bulky things, and valuable at that. While a Magic-User can freely use any spellbook upon which he has cast *Read Magic*, sometimes a Magic-User may want to consolidate spellbooks or create new ones. This process is similar to writing scrolls, but does not erase the spell from the original source.

The process costs 10 sp per day.

RESEARCHING A SPELL

If a Magic-User wishes to add a spell to a spellbook without a prior reference to the spell (from a scroll or another spellbook), there is more intensive research to be done. A Magic-User can research spells of a higher level than he is able to cast and add them to his spellbook, but he may never prepare such spells. He can, however, write them on scrolls.

A player can invent totally new spells for his character to research. The player must first write the spell in the format of the other spells in the spell lists. The

Referee must approve the spell, and should revise the spell for the player in advance of any research (sometimes this will merely involve altering the spell level). If successful, the character now has a spell that no other character has in the game!

For spells that are on the standard spell lists, the process costs 25 sp per day.

For wholly original spells, the process costs 30 sp per day.

Note: There are many sources of new spells found in published supplements and online sources. It will be up to the Referee to decide whether researching these spells would count as being on a "standard spell list" or not. The Referee also has the right to change the listed level of the spell as suits the campaign, change other details, or even disallow a spell entirely.

CREATING A POTION

Spells which affect a person can, for all intents and purposes, be made into liquid form so that the imbiber gains the benefit of the spell. The maker of the potion must be able to cast the spell being turned into a potion. If a Cleric assists the Magic-User, a potion capturing the essence of any of the healing spells (*Cure Wounds* or *Cure Disease*) can be made, though the Cleric must be of high enough level to cast the spell in question.

The process to make a potion costs 50 sp per day.

CREATING A STAFF OR WAND

Staves and wands can be used to hold magical power for later use. These are the steps to creating a staff or wand:

DETERMINE WHAT SPELLS THE ITEM WILL CONTAIN

A wand or staff can only ever cast the spells that it is designed to cast. Wands can generally hold only one specific spell, but up to three different spells may be used if they are all closely related in effect. Staves can have up to three spells or five if they are all closely related.

ENTER THE ORIGINAL CHARGES

Once all the work on the physical staff or wand is completed and the proper preparations are made, a *Permanency* spell must be cast on the item, followed by at least one casting of every spell to be represented in the staff or wand. However, the maximum number of charges will also be determined at this point, as the total number of spells cast into the wand (not counting the *Permanency* spell) will determine its maximum number of charges. Usually the lowest level spell is the one cast multiple times in order to increase the charges. These spells must be cast without interruption into the item, so it is usual for a group of mages, or a mass number of scrolls, to be used in the effort.

The maximum number of charges a wand can handle is 99, while a staff can handle 49 charges.

The base number of charges used by each spell is determined by the levels of spells included. The lowest level spell expends one charge, and the difference between the spell level of their effects determines the number of charges that higher-level effects expend. For example, a wand that can cast *Invisibility 10′ Radius* and *Mass Invisibility* would lose one charge each time a *Invisibility 10′ Radius* is used, and four charges for each *Mass Invisibility*, for that spell is four spell levels more than *Invisibility 10′ Radius*.

RECHARGING A STAFF OR WAND

The *Permanency* spell must be cast on a staff or wand in order to recharge it. In this case, and only this case, if the Magic-User fails the saving throw versus

Magic and loses a point of Constitution when casting the *Permanency* spell, this lost Constitution is not lost permanently and is healed at the normal rate. However, recharging a wand or staff is not a definite process, as each time that the spell is cast, the Magic-User must make a save versus Magic, and only on a success does the spell cause the staff or wand to regain a charge.

The process of making a staff or wand costs 50 sp per day.

TIME OF MAGICAL ACTIVITIES

When transcribing or researching spells, the character (and player) will never know exactly how long it will take. Magic is a risky business.

The player must declare ahead of time how long the character will take to perform the activity. The Referee will randomly determine the actual necessary length of time it should take according to the table below (which the player can also use to estimate how long they wish to work). The period must be uninterrupted for the character; any significant interruption undoes all work and the project must be started anew. The costs up to that time are wasted. Only after the time passes in-game and the money is spent can success be determined.

If the character spent time equal to, or greater than, the amount necessary, then the work is automatically a success. If the character spent less time, the entire project is a failure; all work has been for naught, all money spent has been wasted, and the process must begin again from scratch. There is a 10% chance that any failed project results in a curse as determined by the Referee.

The time required for items 1–5 is doubled if the Magic-User is not working in a library worth at least 1,000 sp per level of the spell in question. Time to create a potion is doubled if the Magic-User is not working in a laboratory worth at least 1,000 sp per level of the spell that the potion will duplicate. Creating a wand or staff requires both a library and a laboratory worth at least 1,000 sp each per highest spell level included or the time is doubled.

The character's Intelligence modifier is applied to the final number of required days (with a positive modifier lessening the number of days, of course). The minimum amount of time it takes to research spells or write scrolls is never less than a day.

CASTING SPELLS

Spells are cast by a combination of mental effort, gesticulation, and incantations. In order to cast a spell, a Magic-User must have both hands free (or be carrying a staff or wand) and be able to recite the incantation freely (Elves merely require one free hand). A character that is bound, gagged, Silenced, or otherwise unable to gesture or speak cannot cast spells. Casting a spell cannot be done secretly, stealthily, or disguised as another activity; the actions necessary to casting a spell will be obvious to all.

Magic-Users cannot cast spells if they are more than Lightly encumbered. Elves cannot cast spells if they are more than Heavily encumbered.

ACTIVITY	TIME REQUIRED	COST
Writing a Scroll	Spell Level × 2d6 Days	50 sp/day
Transcribing a Spell from Scroll to Spellbook	Spell Level × 1d6 Days	20 sp/day
Transcribing a Spell from Spellbook to Spellbook	Spell Level × 1d3 Days	10 sp/day
Researching a Spell on the Spell Lists	Spell Level × 3d6 Days	25 sp/day
Researching a New Spell	Spell Level × 4d6 Days	30 sp/day
Creating a Potion	Spell Level × 1d6 Days	50 sp/day
Creating a Wand or Staff	Total Spell Levels × 10 × 1d6 Days	50 sp/day

LIBRARIES AND LABORATORIES

Magic-Users use libraries and laboratories to assist their magical activities. Each library or laboratory is ranked on its cost; for every 500 sp in value a library is worth, a ten foot square is needed to store the books, and every 1,000 sp a laboratory is worth requires a ten foot square of space. These are non-transportable (at least, not without major effort, and certainly not as part of normal travel). Laboratory and library elements can only be purchased in large cities. Libraries and laboratories discovered and somehow transported only add 1d100% of their value to the looter's own, due to possible duplication, differences in methods, etc., between mages.

Every time the laboratory is used, the Magic-User must make a saving throw versus Magic. If the roll is successful, the laboratory loses 1d20 × 100 sp in value due to used supplies. If the roll is failed, wasted supplies and accidents reduce the value of the laboratory by 2d20 × 100 sp. On a natural 1, there is a dangerous explosion which destroys both 5d20 × 100 sp of the laboratory's value and the project being worked on, and in addition, the Magic-User (and alchemist, if present) suffers 1d10 damage (save versus Breath Weapon for half).

Cleric Spells

FIRST LEVEL

1. Bless
2. Command
3. Cure Light Wounds*
4. Detect Evil*
5. Invisibility to Undead*
6. Protection from Evil*
7. Purify Food & Drink*
8. Remove Fear*
9. Sanctuary
10. Turn Undead

SECOND LEVEL

1. Augury
2. Delay Poison
3. Enthrall
4. Heat Metal
5. Heroism
6. Resist Cold
7. Resist Fire
8. Silence 15' Radius

THIRD LEVEL

1. Cure Disease*
2. Dispel Magic
3. Magic Vestment
4. Remove Curse*
5. Sacrifice*
6. Water Walk

FOURTH LEVEL

1. Cure Serious Wounds*
2. Detect Lie
3. Divination
4. Neutralize Poison*
5. Protection from Evil 10' Radius*
6. Spell Immunity

FIFTH LEVEL

1. Commune
2. Cure Critical Wounds*
3. Dispel Evil
4. Insect Plague
5. Quest
6. True Seeing*

SIXTH LEVEL

1. Anti-Magic Shell
2. Find the Path*
3. Forbiddance
4. Heal*
5. Tongues*
6. Word of Recall

SEVENTH LEVEL

1. Control Weather
2. Earthquake
3. Holy Word*
4. Part Water

FIRST LEVEL

1. Bookspeak
2. Charm Person
3. Comprehend Languages*
4. Detect Magic
5. Enlarge*
6. Faerie Fire
7. Feather Fall
8. Floating Disc
9. Hold Portal
10. Identify
11. Light*
12. Magic Aura*
13. Magic Missile
14. Mending
15. Message
    - Read Magic
16. Shield
17. Sleep
18. Spider Climb
19. Summon
20. Unseen Servant

SECOND LEVEL

1. Audible Glamour
2. Change Self
3. Detect Invisible
4. ESP
5. Force of Forbidment
6. Forget
7. Invisibility
8. Knock
9. Levitate
10. Light, Continual*
11. Locate Object*
12. Magic Mouth
13. Mirror Image
14. Phantasmal Force
15. Ray of Enfeeblement
16. Speak with Animals
17. Stinking Cloud
18. Wall of Fog
19. Web
20. Wizard Lock

THIRD LEVEL

1. Army of One
2. Clairvoyance
3. Detect Illusion
4. Dispel Magic
5. Explosive Runes
6. False Alignment
7. Fly
8. Gaseous Form
9. Gust of Wind
10. Haste*
11. Hold Person
12. Howl of the Moon
13. Invisibility 10' Radius
14. Phantasmal Psychedelia
15. Protection from Normal Missiles
16. Secret Page
17. Speak with Dead
18. Strange Waters II
19. Suggestion
20. Water Breathing*

FOURTH LEVEL

1. Charm Monster
2. Confusion
3. Creation, Minor
4. Dig
5. Dimension Door
6. Extension
7. Globe of Invulnerability, Minor
8. Hallucinatory Terrain
9. Invisibility, Improved
10. Mnemonic Enhancer
11. Plant Growth
12. Polymorph Others
13. Polymorph Self
14. Protection from Normal Weapons
15. Seven Gates
16. Shadow Monsters
17. Speak with Plants
18. Wall of Fire
19. Wall of Ice
20. Wizard Eye

Magic-User Spells

FIFTH LEVEL

1. Airy Water
2. Animate Dead
3. Chaos
4. Cloudkill
5. Contact Outer Sphere
6. Creation, Major
7. Faithful Hound
8. Feeblemind
9. Hold Monster
10. Interposing Hand
11. Magic Jar
12. Passwall
13. Secret Chest
14. Stone Shape
15. Telekinesis
16. Teleport
17. Transmute Rock to Mud*
18. Wall of Force
19. Wall of Iron
20. Wall of Stone

SIXTH LEVEL

1. Animate Dead Monsters
2. Barrier
3. Contingency
4. Death Spell
5. Disintegrate
6. Geas
7. Glass Eye
8. Globe of Invulnerability, Major
9. Legend Lore
10. Lucubration
11. Mind Switch
12. Move Earth
13. Phantasmal Supergoria
14. Projected Image
15. Shades
16. Speak with Monsters
17. Stone to Flesh*
18. Suggestion, Mass
19. Veil
20. Weird Vortex

SEVENTH LEVEL

1. Animated Artwork
2. Bestow Spell Ability
3. Duo-Dimension
4. Grasping Hand
5. Instant Summons
6. Invisibility, Mass
7. Magic Sword
8. Phase Door
9. Power Word Stun
10. Prismatic Sphere
11. Prismatic Spray
12. Prismatic Wall
13. Remote Surveillance
14. Reverse Gravity
15. Simulacrum
16. Spell Turning
17. Statue
18. Vanish
19. Vision
20. Witchlamp Aura

EIGHTH LEVEL

1. Antipathy/Sympathy
2. Charm Person, Mass
3. Clone
4. Demand
5. Maze
6. Mind Blank
7. Permanency
8. Polymorph Any Object
9. Symbol
10. Trap the Soul

NINTH LEVEL

1. Imprisonment*
2. Lost Dweomer
3. Power Word Kill
4. Shape Change
5. Temporal Stasis
6. Time Stop

Spell Descriptions

SPELLS NOTED AS PERMANENT do not end once they take effect unless they are Dispelled in some manner (*Anti-Magic Shell*, *Dispel Magic*, etc.). Spells that are marked as Instantaneous cannot be Dispelled.

Spells with a range of 0 can only affect the caster, or the effect must be centered on the caster. Spells with a range of Touch are only effective if the caster physically touches the subject of the spell. The caster's skin must be uncovered at the point of contact, but the subject's skin does not have to be.

AIRY WATER

Magic-User Level 5
Duration: 1 Turn/level
Range: 0

The caster of this spell creates a bubble of altered water in a body of water (or water-based medium). Within this bubble there is a breathable atmosphere. The bubble sinks in water; the center of the bubble is on the caster and moves with him. The area of effect is either a 20' radius globe, or a 40' radius hemisphere, caster's choice. Aquatic creatures cannot swim while in this bubble, as it is only slightly denser than air. Likewise, water breathing creatures cannot breathe within the area of affect. Intelligent aquatic creatures will not enter the area of effect by mistake.

ANIMATE DEAD

Magic-User Level 5
Duration: Instantaneous
Range: 10'

This spell energizes the faint memories of life that cling to the corpses and skeletons of people, allowing them to move and act in a gross mockery of their former existence. Because the entities inhabiting these bodies are chosen by the caster, these undead are under his total control. However, the faint memories of life retained by the corpse or skeleton constantly struggles with the invader introduced by the caster, a conflict that drives the host corpse or skeleton to destructive urges. The animated dead will always interpret any instructions in the most violent and destructive manner possible. They will also prefer to attack those that they knew in life, no matter their former relationship with the person in question. The bodies remain animated until they are destroyed.

For each level of the caster, he creates 1 Hit Die, the total of which is then used to determine the Hit Dice of the undead and any special abilities. One or two Hit Dice must be assigned to each undead as the caster desires. This is each undead's Hit Dice for the purposes of its Hit Points, saving throws, and

to hit rolls. If the undead is to have special abilities, each increases the Hit Dice "cost" by one (except energy drain, which increases it by two). Adding special abilities does not increase the actual Hit Dice of the undead. Only mindless undead are created by this spell, and they must be commanded verbally.

ANIMATE DEAD MONSTERS

Magic-User Level 6
Duration: Instantaneous
Range: 10'
This spell energizes the faint memories of life that cling to the corpses and skeletons of creatures, animating them to a mocking caricature of their living selves. Each creature's intellect and willpower is no longer present, allowing these undead to be under the total control of the caster. However, the faint memories of life retained by the corpse or skeleton constantly struggles with the invader introduced by the caster, a conflict that drives the host corpse or skeleton to destructive urges. They will always interpret any instructions in the most violent and destructive manner possible. The bodies remain animated until they are destroyed.

For each level of the caster, he creates 1 Hit Die, the total of which is then used to determine the Hit Dice of the undead and any special abilities. One or two Hit Dice must be assigned to each undead as the caster desires. This is each undead's Hit Dice for the purposes of its Hit Points, saving throws, and to hit rolls. If the undead is to have special abilities, each increases the Hit Dice "cost" by one (except energy drain, which increases it by two). Adding special abilities does not increase the actual Hit Dice of the undead. Only mindless undead are created by this spell, and they must be commanded verbally.

ANIMATED ARTWORK

Magic-User Level 7
Duration: 1 Round/level
Range: 30'
The caster can pull an object or creature depicted in a piece of art, such as a drawing, painting, etc., into the real world. The object can be used as if it were real (it now is!), and any creature or person seeing the object or creature will believe it to be the same as that depicted in the artwork, complete with the full abilities of either the object or creature, but now under control of the caster.

Note that the quality of the piece will affect the power of the creature or item in the real world. A masterwork piece of art (defined as being worth 1,000+ sp) will yield perfect creations; a work of lesser, but still serviceable quality will provide creations that are only 50% as effective; and anything less (scribbles on paper!) will be at 25% effectiveness. Drawing a quick serviceable doodle takes two Rounds. Creating a masterwork piece of art takes weeks, if not months.

ANTI-MAGIC SHELL

Cleric Level 6
Duration: 1 Turn/level
Range: 0
Casting this spell restores the supremacy of natural order in a small area for a short amount of time. Within a 10' radius around the caster, all magic (except Cleric spellcasting) is negated for the full duration of the spell. Magical attacks will not affect the caster, magic items and spells within the radius are suppressed, and the caster cannot perform further magic until the spell has expired. Spells cast through the Anti-Magic area will also be ineffective. Innately magical creatures cannot pass through the area, but magical beings with physical form will merely lose all of their magical abilities while in the Anti-Magic area. The area affected by the Anti-Magic Shell is stationary and does not move with the caster.

ANTIPATHY/SYMPATHY

Magic-User Level 8
Duration: Permanent
Range: 30'
This spell causes an object or location to emanate magical vibrations that either attract or repel either a specific kind of intelligent creature or creatures of a particular alignment. If alignment is used as a qualifier, the options are Lawful or Chaotic; Neutral is not an option.

If the spell is used to create Antipathy, creatures of the designated kind or alignment feel an

overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw versus Magic can stay in the area and even touch the item, but feels uncomfortable in doing so.

If the spell is used to create Sympathy, an object or location emanates magical vibrations that attract the designated target type, causing them to feel elated and pleased to be in the area or desire to touch or possess the object. The compulsion to stay in the area or touch the object is overpowering. This compulsion can be overcome with a successful save versus magic. If the save is successful, the creature is released from the spell, but a subsequent save must be made 1d6 × 10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

ARMY OF ONE

Magic-User Level 3
Duration: 1 Round/level
Range: Touch
The recipient of this spell becomes a peerless warrior, able to move in battle with inhuman reflexes in order to attack enemies within immediate mêlée range. The subject is able to make one mêlée attack for every opponent already engaging him. Each attack must be against a different opponent, and the extra attacks are not gained if the subject must move to engage a foe.

AUDIBLE GLAMOUR

Magic-User Level 2
Duration: 1 Round/level
Range: 60' + 10'/level
The caster of this spell is able to create false sound. The sound can be centered anywhere within range, and within that range the sound can fluctuate and move, imitating approaching or receding footsteps, laughter, voices, or whatever else the caster desires. Beings are allowed a saving throw versus Magic to realize that the effect is illusory, but only if they actively attempt to disbelieve.

AUGURY

Cleric Level 2
Duration: Instantaneous
Range: 0
This spell allows the caster to see a vision of all timelines, possibilities, and probabilities for but a moment, allowing him the chance to determine whether a particular action will bring weal or woe. Because the caster is afforded only a glimpse of the possibilities, and because he does not know all the forces at work at any particular time, the vision can be misinterpreted.

The base chance for deciphering a true answer is 70% + 1% per caster level. This roll is made secretly. The *Augury* can see into the future only 3 Turns, so anything that might happen after that does not affect the result. Thus, the result will not take into account the long-term consequences of a contemplated action.

If there is a reward for a particular action, but no risk, the answer is "weal." If a certain action will bring the caster closer to a stated goal, the answer is "weal." If there is a reward for a particular action, but risk involved, the answer is "weal." Risk, but no reward is "woe." Reward, but with overwhelming risk is "woe." An action that leads the caster further away from a stated goal is "woe." The Referee must judge all outcomes to determine the correct answer. If there is no clear answer, then there is a flat 50% chance of either "weal" or "woe." These answers are for successful rolls as noted above, and a failed roll will always give the opposite answer.

BARRIER

Magic-User Level 6
Duration: 3 Rounds/level
Range: 30'
This spell creates a wall of whirling steel (of whatever shape the caster desires) up to 20' long per caster level, or a ring of whirling steel centered on the caster with a radius of up to 5' per two levels. Either form will be up to 20' high (as allowed by

available space). Any creature passing through the wall, including the caster, takes 1d6 points of damage per caster level (maximum 15d6), with a save versus Breath Weapon reducing the damage by half.

If the caster evokes the *Barrier* so that it appears where creatures are, each creature takes damage as if passing through the wall. Each creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful save versus Breath Weapon.

A *Barrier* provides cover (+4 Armor Class bonus) against attacks made through it (in either direction).

BESTOW SPELL ABILITY

Magic-User Level 7
Duration: Special
Range: Touch
This spell allows a Magic-User to grant some of his own spell ability to a subject. When casting this spell, the caster chooses spells he has already prepared and transfers those spells to the subject. The subject now has those spells prepared (and casts them at his level, not that the original Magic-User), while the original caster no longer does.

Furthermore, until the subject casts the spells that he has been granted, the Magic-User is unable to prepare spells in those "slots." For example, if a Magic-User casts *Bestow Spell Ability* and grants his Fighter comrade use of the *Knock* and *Web* spells, the Magic-User loses the ability to prepare two second level spells altogether until the Fighter casts both spells.

If the subject dies without casting the granted spells, the Magic-User regains his spell "slots" after seven days.

BLESS

Cleric Level 1
Duration: Instantaneous
Range: Touch
This spell bestows the favor of the Cleric's deity upon the subject. That subject receives a number of points (1d6 + caster's level) to allocate to any future die rolls—To-Hit, saving throws, skill checks, surprise checks, whatever the subject desires—except damage rolls. The subject trades the points on a one-for-one basis and can adjust the roll by that many points however he sees fit. The number of points to be used on a roll must be declared before the roll is made. All unused points are lost at dawn the following day.

No rolls relating to damage or anything concerning the use of magic use can be modified by *Bless*. Elves and other intrinsically magical creatures cannot benefit from *Bless*.

BOOKSPEAK

Magic-User Level 1
Duration: 1 Round/level
Range: Touch
When the subject of this spell touches a book, it animates, forming a mouth around the edge where the paper shows. The subject can ask the book one question per Round, and if the information is contained within the book, it will answer. If anyone else approaches or asks questions the book snaps and growls that Round instead of answering a question. Intelligent books can save to resist the spell (as a Magic-User of a level equal to the author). Magical books do not impart their effect when they answer. The spell is a shortcut to actually reading a book, and it will not give more information than a careful reading would.

CHANGE SELF

Magic-User Level 2
Duration: 1 Turn/level
Range: 0
This spell creates a dweomer of illusion, altering the caster's appearance. The illusion must take the appearance of a humanoid, not taller or shorter than the caster by more than 1', but apparent weight and clothing or items can be altered in any way. This does not affect the voice, abilities, and skills of the caster—only his appearance.

CHAOS

Magic-User Level 5
Duration: 1 Round/level
Range: 120'
This spell connects creatures with the greater truths of the universe, so overwhelming them that they

behave strangely and unpredictably. All creatures in the spell's 30' radius area of effect become confused, and only Magic-Users, Fighters, Dwarfs, Elves, and creatures with an intelligence of 4 or lower are entitled to a saving throw versus Magic at all. Creatures that fail their saving throws (check each Round) act randomly in accordance with the following table:

ROLL	EFFECT
1	Attacks the caster or caster's allies
2	Acts normally
3	Babbles incoherently
4	Meanders aimlessly for a full Turn
5	Attacks the nearest creature
6	Attacks own allies

Notes: A confused character or creature that cannot carry out the indicated action does nothing but babble incoherently. A character or creature that meanders away is not entitled to further saving throws, but will be freed from the spell's effects after taking a full Turn of movement (at normal speed) away from the caster.

CHARM MONSTER

Magic-User Level 4
Duration: See Below
Range: 120'

The *Charm Monster* spell makes its subject utterly enamored with the caster and desperate to please him if the saving throw versus Magic is failed. This is not mind control, as the subject retains its personality and controls how it acts but for its utter fascination with the caster. The caster must articulate his desires if he expects the subject to fulfill them.

Any request which is not against the subject's interests or personality will be followed. Any request which is against the subject's interests or personality triggers a saving throw versus Magic to refuse the request. If the saving throw is successful, the request will be refused, but it will not break the *Charm.* If as part of a request, the caster promises the subject something that the subject is normally inclined to want, then this saving throw is not necessary, and the subject will comply.

Only one monster is charmed if it has more than four Hit Dice, otherwise 3d6 monsters of 4 or less Hit Dice are affected. Undead creatures are unaffected by this spell. Abuse or neglect of the subject will trigger another saving throw to negate the *Charm*, and murderous violence towards the subject also triggers a save, but with a +5 bonus to the roll. The subject, if intelligent, will realize that it has been victim to mesmerism and retain full memory of its actions while under the *Charm* after the spell ends.

CHARM PERSON

Magic-User Level 1
Duration: See Below
Range: 120'

The *Charm Person* spell makes a single subject utterly enamored with the caster and desperate to please him if the saving throw versus Magic is failed. This is not mind control, as the subject retains his personality and controls how he acts but for his utter fascination with the caster. The caster must articulate his desires if he expects the subject to fulfill them.

Any request which is not against the subject's interests or personality will be followed. Any request which is against the subject's interests or personality triggers a saving throw to refuse the request. If the saving throw is successful, the request will be refused, but this will not break the *Charm.* If as part of a request, the caster promises the subject something that the subject is normally inclined to want, then this saving throw is not necessary, and the subject will comply.

This spell works on all humans and human-like creatures (except Elves); other (non player character class) humanoids are not affected if they have more than four Hit Dice. Abuse or neglect of the subject will trigger another saving throw to negate the *Charm*, and murderous violence towards the subject also triggers a save, but with a +5 bonus to the roll. The subject, if intelligent, will realize that he has been victim to mesmerism, and retain full memory of his actions while under the *Charm* after the spell ends.

CHARM PERSON, MASS

Magic-User Level 8
Duration: See Below
Range: 5'/level
The *Mass Charm Person* spell makes a number of subjects (twice the total number of Hit Dice as the caster's level) utterly enamored with the caster and desperate to please him. Each receives a saving throw versus Magic to resist the charm. This is not mind control, as each subject retains his personality and controls how he acts but for his utter fascination with the caster. The caster must articulate his desires if he expects the subject to fulfill them.

Any request which is not against the subjects' interests or personality will be followed. Any request which is against the subjects' interests or personality triggers a saving throw to refuse the request. If the saving throw is successful, the request will be refused, but this will not break the *Charm.* If as part of a request, the caster promises the subjects something that they are normally inclined to want, then this saving throw is not necessary, and the subjects will comply.

This spell works on all humans and human-like creatures (except Elves); non-human or demi-human humanoids are not affected if they have more than four Hit Dice. Abuse or neglect of the subjects will trigger another saving throw to negate the *Charm*, and murderous violence towards the subjects also triggers a save, but with a +5 bonus to the roll. The subjects, if intelligent, will realize that they have been victims to mesmerism and retain full memory of their actions while under the *Charm* after the spell ends.

CLAIRVOYANCE

Magic-User Level 3
Duration: 1 Turn/level
Range: See Below
Clairvoyance is a means of seeing and hearing events at a distant location. There is no effective limit to the spell's range, but the location must either be familiar to the caster or be obvious, such as the top floor inside a tower that the caster can see, or just beyond a dungeon door. The spell cannot penetrate metal; sheets of any type of metal between the caster and the target area will prevent the Magic-User from being able to scry upon the area. The caster will be able to hear sounds in a 10' radius of the spell's focal point even if the area is dark. If the area is not dark, the caster will be able to see as if he were standing at the spell's focal point, for a normal distance, but in all directions at once.

CLONE

Magic-User Level 8
Duration: Instantaneous
Range: Touch
This spell allows the growth of a perfect physical duplicate of a person (or any living creature) and pulls the consciousness of that person from an alternate timeline, trapping it in the false body.

To create the duplicate body, the Magic-User must have access to this spell, and a small piece of flesh from the creature to be duplicated. Then, using a laboratory worth at least 15,000 sp, the new body is grown from this piece of flesh. This process takes 2d4 months, –1d4 weeks if an alchemist is present the entire time.

Once the duplicate reaches maturity, the Magic-User can then cast the spell and this is what imprisons the alternate timeline version of the original person in this clone body.

The alternate version of the person is exactly like the original in all ways, but if the clone becomes aware of the original, he will believe that the original is an abomination to be destroyed. The clone may not be so happy about the caster pulling him "through a gate" and robbing him of all his possessions (the *Clone* spell does not duplicate items), so the caster must also prepare for this.

The clone acts and thinks just as the original because it is the original in every respect. Yet because the timelines are not identical, anyone who knows both the original and comes into contact with the clone has only a 1% chance in any situation of detecting that the clone is not the original.

CLOUDKILL

Magic-User Level 5
Duration: 1 Round/level
Range: 30'
Casting this spell allows the smoke emitted from the infernal fires of Hell to spew forth onto the Earth to

cause destruction and suffering. A 20' cube cloud of poison gas forms which moves at a rate of 10' per Round under the control of the caster (so long as he concentrates on it). The gas kills any creatures of 3 or fewer Hit Dice or levels it comes in contact with if they fail a saving throw versus Poison; creatures having 4 or more Hit Dice or levels are unaffected. The cloud persists for the entire duration even if the caster ceases to concentrate upon it, in which case the cloud also remains immobile for the remainder of the spell's duration.

COMMAND

Cleric Level 1
Duration: 1 Round
Range: 10'

When a Cleric casts this spell, he can give the subject a single word command, which it obeys to the best of its ability. The single word must make sense as a single command, such as approach, drop, fall, flee, halt, surrender, sleep, etc. Although a target could be instructed to die, this will only make the target collapse into a comatose state for a single Round. Note that the caster must be able to speak the language of the target. Any intended target that has more than 5 levels or Hit Dice, or an Intelligence of over 12 is entitled to a saving throw versus Magic. This spell is ineffective against undead.

COMMUNE

Cleric Level 5
Duration: See Below
Range: 0

By entering into deep meditation, the Cleric's spirit momentarily ascends to its final reward for a glimpse of the afterlife for the devout believer. If the Referee judges that the Cleric has not been faithful to his religion, the Cleric must make a saving throw versus Magic (Wisdom modifiers apply). If the roll fails, then the Cleric finds himself in the afterlife reserved for heretics and apostates—more horrible than any other punishment reserved for mortal souls. The spell will have no benefit, and the Cleric will effectively age 1d10 years from the experience as the soul returns to the body, ending the spell.

If the Cleric has been at the very least reasonably devout, or succeeds in the saving throw, the caster experiences the afterlife reserved for the most blessed of his faith, the ultimate paradise. In this place, all time and all knowledge are one. The Cleric's player can ask three questions that can be answered "yes" or "no," representing the Cleric's efforts to see specific events within the All, and the Referee must answer each question truthfully.

If the spell is cast more than once a week and the Cleric is not sufficiently devout, the saving throw to prevent a glimpse of eternal damnation is made at a –1 penalty, cumulative per number of times the spell is cast. If the Cleric is devout, he must make a saving throw versus Magic (Wisdom modifiers apply inversely; a high Wisdom makes this saving throw more difficult), with a –1 cumulative penalty every additional time a week the spell is cast, or else the overwhelming joy and vindication of his beliefs is too strong and he will not return from paradise.

COMPREHEND LANGUAGES*

Magic-User Level 1
Duration: 1 Turn/level
Range: 0

The caster can understand the spoken words of creatures or read otherwise incomprehensible written messages by summoning the spirits of the all-knowing dead to translate for him. The creature or the writing must be touched by the caster before the spirits can deliver any translation. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables the caster to understand or read an unknown language, not speak or write it.

Obscure Languages, the opposite of *Comprehend Languages*, dispels the effects of *Comprehend Languages*, or can be used to make spoken or written language incomprehensible by summoning spirits to possess the lips of a speaker, or the eyes of a reader, ruining all chances of communication.

CONFUSION

Magic-User Level 4
Duration: 1 Round/level
Range: 120'

This spell touches the minds of any living creatures within a 15' radius circle around the target point to see the interconnectedness of everything in creation, causing them to become confused, making them unable to independently determine what they will do as they struggle to determine which of their actions will be least likely to ultimately lead to the destruction of all matter. A saving throw versus Magic is allowed to resist the effect. Roll on the following table on each subject's Initiative number each Round to see what the subject will do.

ROLL	EFFECT
1	Attacks the caster or caster's allies
2	Acts normally
3	Babbles incoherently
4	Meanders away from the caster for a full Turn
5	Attacks the nearest creature
6	Attacks own allies

A confused character or creature that cannot carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character or creature that is attacked automatically retaliates on its next Turn, even if it is still confused when its Turn comes.

CONTACT OUTER SPHERE

Magic-User Level 5
Duration: See Below
Range: 0

The stars are repositories of all knowledge. By means of this spell, the Magic-User enters in communion with the star of his choice in order to receive wisdom and information. The caster asks questions of the star, and the star answers. The stars resent such intrusions and give only brief answers to questions, and they often lie. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.

The caster must concentrate on maintaining the spell in order to ask questions at the rate of one per Round. A question is answered by the star during the same Round. The caster can choose how many questions to ask, and which star to ask. The chart below gives a sample of possible stars, with the brightest stars being the most likely to answer truthfully, but others may be available as the Referee chooses. First roll on the table below to see if the star will give a truthful answer. Then roll to see if the caster is possessed by a psychic beast roaming the interstellar ether between the caster and the answering star. The caster can ask as many questions as he dares risk, although of course possession ends the spell immediately.

STAR CONSULTED	TRUE ANSWER	POSSESSION
Alpha Centauri	50%	5%
Sirius	55%	10%
Altair	60%	15%
Fomalhaut	65%	20%
Arcturus	70%	25%
Algol	75%	30%
The Hyades Cluster	80%	35%
Almach	85%	40%
Polaris	90%	45%
Antares	95%	50%

A character that becomes possessed will remain that way for a number of weeks equal to the total number of questions asked by the caster before he was possessed.

CONTINGENCY

Magic-User Level 6
Duration: Instantaneous
Range: 0

This spell allows the caster to cast another spell on himself, with its effect delayed until a specific situation occurs as dictated by the caster.

The spell to be brought into effect by the *Contingency* must be one that affects the caster's person.

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the *Contingency* immediately brings into effect the companion spell, the latter being "cast"

instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (*Contingency* and the companion magic) can fail when called on. The companion spell occurs based solely on the stated conditions of the *Contingency* spell, regardless of whether or not the caster wants it to at the time.

Only one *Contingency* can be in effect at a time; if a second is cast, the first one (if still active) is dispelled.

CONTROL WEATHER

Cleric Level 7
Duration: 4d12 hours
Range: 0
To be in control of divine power is to control the natural order, and this spell is the ultimate manifestation of that control as the caster can change the weather in the local area. It takes 1 Turn to cast the spell and an additional 1d4 Turns for the effects to manifest.

The caster controls the general tendencies of the weather, such as the direction and intensity of the wind, but cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. Contradictory weather conditions are not possible simultaneously. *Control Weather* can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

If the weather is completely foreign to the area, the spell's duration is cut in half.

CREATION, MAJOR

Magic-User Level 5
Duration: Instantaneous
Range: Touch
The caster creates an object of nonliving vegetable (rope, cloth, wood, etc.) or inorganic (metal, stone, plastic, etc.) matter. The volume of the item created cannot exceed 1' cube per caster level. A tiny piece of matter of the same sort of item the caster plans to create must be used when casting *Major Creation*. Thus, within the caster's limits on the item's volume, he could create a basket from a piece of straw, a door or club from a splinter of wood, a finely sculpted throne from a pebble, etc.

CREATION, MINOR

Magic-User Level 4
Duration: Instantaneous
Range: Touch
The caster creates an object of nonliving vegetable matter (rope, cloth, wood, etc.). The volume of the item created cannot exceed 1' cube per caster level. A tiny piece of matter of the same sort of item the caster plans to create must be used when casting *Minor Creation*. Thus, within the caster's limits on the item's volume, he could create a basket from a piece of straw, a door or club from a splinter of wood, a cloak from a piece of wool, etc.

CURE CRITICAL WOUNDS*

Cleric Level 5
Duration: Instantaneous
Range: Touch
By the power of the Cleric's faith, this spell restores 4d6 Hit Points to one damaged character, plus a number of points equal to the level of the caster. For example, if the caster is 13th level, the spell restores 4d6+13 Hit Points.

The spell can also be used to remove one temporary negative condition instead of restoring lost Hit Points. For example, if a character is paralyzed, stunned, or blinded for a set period of time, then this spell will remove any of these conditions. It will not work on permanent conditions, and only one condition (or damage) can be treated per casting of the spell.

Recipients of the spell can only be restored to their normal maximum Hit Points, and no more. Any excess restored points are lost.

The reverse of the spell can only be used to inflict points of damage.

CURE DISEASE*

Cleric Level 3
Duration: Instantaneous
Range: Touch
Through the mercy of divine powers, this spell allows a Cleric to cast out the sin and degeneracy in a person that allows evil spirits to invade his body and misalign his humors. Yet because man (and demi-human) is a naturally immoral and spiritually disgusting creature, the subject of the spell must make a saving throw versus Magic in order for the spell to be effective.

A successful casting instantly cures all diseases, including mummy rot and lycanthropy. If used against oozes or slimes, they do not receive a saving throw and suffer 1d6 damage per level of the caster (the cleric suffers an attack's worth of damage when touching the slime with this attack).

Cause Disease (the reverse of *Cure Disease*) inflicts a terrible withering disease on a victim, which will cause death in 2d12 days. A saving throw versus Magic is allowed. This disease can be cured with the casting of *Cure Disease*. The victim of this disease cannot be cured of damage from other spells, and it takes twice the time for normal healing. This suffering further results in a penalty of –2 to hit rolls made by the victim.

CURE LIGHT WOUNDS*

Cleric Level 1
Duration: Instantaneous
Range: Touch
By the power of the Cleric's faith, this spell restores 1d6 Hit Points to one damaged character, plus a number of points equal to the level of the caster. For example, if the caster is 5th level, the spell restores 1d6+5 Hit Points.

The spell can also be used to remove one temporary negative condition instead of restoring lost Hit Points. For example, if a character is paralyzed, stunned, or blinded for a set period of time, then this spell will remove any of these conditions. It will not work on permanent conditions, and only one condition (or damage) can be treated per casting of the spell.

Recipients of the spell can only be restored to their normal maximum Hit Points, and no more. Any excess restored points are lost.

The reverse of the spell can only be used to inflict points of damage.

CURE SERIOUS WOUNDS*

Cleric Level 4
Duration: Instantaneous
Range: Touch
By the power of the Cleric's faith and the strength of the life force of the wounded character, this spell restores 1d6 Hit Points to one damaged character, plus a number of points equal to the level of the caster, plus a number of points equal to the level of the subject. For example, if the caster is 10th level and the character being healed is 5th level, the spell restores 1d6+15 Hit Points.

The spell can also be used to remove one temporary negative condition instead of restoring lost Hit Points. For example, if a character is paralyzed, stunned, or blinded for a set period of time, then this spell will remove any of these conditions. It will not work on permanent conditions, and only one condition (or damage) can be treated per casting of the spell.

Recipients of the spell can only be restored to their normal maximum Hit Points, and no more. Any excess restored points are lost.

The reverse of the spell can only be used to inflict points of damage.

DEATH SPELL

Magic-User Level 6
Duration: Permanent
Range: 10'/level
A living creature requires a certain amount of order within its body to maintain its functions. This spell causes the internal organs of its subject to stop functioning as a greater whole, killing him immediately. The victim is allowed to save versus Poison to resist the spell; failure means instant death. Creatures of 8 or more Hit Dice or levels are immune to the spell, as are undead monsters, golems, and any other "creature" that is not truly alive.

DELAY POISON

Cleric Level 2
Duration: Instantaneous
Range: Touch
This spell counteracts the work of poison already done, weakening it, giving its victim a new chance at life. Any character that has succumbed to poison within the previous 24 hours can immediately make a new saving throw versus Poison to resist its effects when this spell is cast.

DEMAND

Magic-User Level 8
Duration: Permanent until Triggered
Range: See Below
Personal objects, bodily refuse such as hair or nail clippings, or even freely given gifts are dangerous in the hands of a wizard. *Demand* allows the caster to mentally contact the previous owner of such an object, provided the mage has it in his possession, delivering both a message and a *Suggestion* (as per the spell) unless the target makes a saving throw versus Magic.

DETECT EVIL*

Cleric Level 1
Duration: Instantaneous
Range: Line of Sight
"Evil," for purposes of this spell, is an in-game colloquial term. It should properly be called "Detect Chaos."

This spell allows the caster to know if anything that is within his field of vision (or on his person) is Chaotic. For the purposes of this spell, Chaotic is defined as, but not limited to, undead creatures, any extra-dimensional or extra-planar creatures that are not specifically Powers of Law or angels, any creature with innate magical abilities (including Magic-Users, but not Clerics), artifacts, symbols, or sacred places dedicated to evil gods, and supernatural creatures incapable of being good.

Mortal creatures, physical objects not directly connected to evil deities, traps, poison, or places where great atrocities have taken place are not considered Chaotic or evil for the purposes of this spell. It detects supernatural disturbances, not ill intent or foul deeds.

Curiously, this spell does not detect magical items or effects.

The reverse of this spell, *Detect Good*, detects Law instead of Chaos.

DETECT ILLUSION

Magic-User Level 3
Duration:
3 Rounds + 2 Rounds/level
Range: 0
The caster places this enchantment on himself to grant sight that sees through illusion. Illusions can be seen in an area of 10' wide, 10' long per level. The caster can touch one other creature, granting it the ability to see through illusion as well, so long as the contact is maintained.

DETECT INVISIBLE

Magic-User Level 2
Duration: 5 Rounds/level
Range: 10'/level
By means of this spell the caster is able to see invisible characters, creatures, or objects within the given range, seeing them as translucent shapes.

DETECT LIE

Cleric Level 4
Duration: Instantaneous
Range: 0
This spell allows the caster to determine if any one statement made to him in the past hour was the truth or a lie. Honest mistakes are not detected as lies, nor are untrue statements made by charmed or bewitched individuals, for they know not what they say.

DETECT MAGIC

Magic-User Level 1
Duration: Instantaneous
Range: Line of Sight

This spell allows the caster to know if anything within his field of vision (or on his person) is in any way magical. This includes magical creatures, magical items, or any creature or object under the effect of an ongoing spell. Spellcasters such as Magic-Users and Elves do not detect as magic with this spell, but anyone that is under the effects of an active spell does.

The spell does not identify the nature of the magic, only that magic is present.

The caster must already be able to see the object in question in order to detect it as magical. Concealed, covered, or invisible objects will not be revealed by this spell.

DIG

Magic-User Level 4
Duration: Instantaneous
Range: 30'

This lesser form of *Move Earth* allows the caster to dig or excavate areas of soil, mud, or sand in 10' cube increments. The dirt is only moved to just around the opening of the excavation. If desired, the caster can dig a trench, or dig straight down. If digging straight down, there is a cumulative probability that the walls of the pit will collapse, depending on the following medium: soil, 15% per 5'; mud, 55%; sand, 35%. Any being that comes within 1' of the opening of a pit must make a save versus Paralyzation to avoid falling in. If a pit is excavated just in front of a fast moving being, it is entitled to a saving throw versus Magic to avoid falling in. If a pit is excavated directly under a stationary creature, it will automatically fall in.

DIMENSION DOOR

Magic-User Level 4
Duration: Instantaneous
Range: 10'

This is a minor version of the *Teleport* spell, allowing the caster to instantly transfer the subject from its current location to any other known spot within 360'. The being always arrives at exactly the spot desired by the caster. Unwilling subjects are granted a saving throw versus Magic. An unknown or unseen place can be specified; for example, 100' south and 20' high, but if the destination is already occupied by a solid body, the spell fails.

DISINTEGRATE

Magic-User Level 6
Duration: Instantaneous
Range: 120'

This spell undoes the bonds of creation that keep a single creature or object together. Up to a 10' × 10' × 10' cube of material is entirely disintegrated, leaving behind no evidence that it ever existed.

DISPEL EVIL

Cleric Level 5
Duration: Instantaneous
Range: 30'

Through the magnificence of the most holy powers of the universe, all summoned or other enchanted creatures within 30' of the caster must succeed in a saving throw versus Magic or be destroyed. Even if the saving throw is made, any creature that would otherwise have been banished will suffer a penalty of –7 to hit the caster for the next 6 Turns.

Magic-Users and others with prepared spells (but not Clerics) must make a saving throw for every prepared spell, and a failure means that that spell is lost until prepared again. Creatures affected by this spell include, but are certainly not limited to, demons, familiars, and elementals.

DISPEL MAGIC

Cleric Level 3
Duration: Instantaneous
Range: 120'

Magic is unnatural and unwanted in the intended order of things. This spell empowers the proper forces of existence to expel the foul energies known as magic as if they never were. The spell affects a 20' cubic area. All spells in that area that are currently in effect are automatically negated. If cast on the same Segment in combat as a spell from an enemy combatant, *Dispel Magic* can be used to disrupt and negate that spell.

Monsters with magical ability or able to create magical effects (including Elves, but not Magic-Users) lose the ability to use these powers for 2d6 Turns if they are within the area of effect and fail a saving throw versus Magic.

All magical items within the area of effect are temporarily disenchanted. They regain their enchantment after 2d6 Turns. If the caster casts *Dispel Magic* as a touch effect, then any item so touched is permanently disenchanted.

Dispel Magic negates magical curses or diseases for 2d6 Turns only.

DISPEL MAGIC

Magic-User Level 3
Duration: Instantaneous
Range: 120'

As a Magic-User grows in knowledge and power, he becomes able to dismiss magic as well as conjure it. This spell empowers the proper forces of existence to expel the foul energies known as magic as if they never were. The spell affects a 20' cubic area. All spells in that area that are currently in effect are automatically negated. If cast on the same Segment in combat as a spell from an enemy combatant, *Dispel Magic* can be used to disrupt and negate that spell.

All magical items within the area of effect are temporarily disenchanted. They regain their enchantment after 2d6 Turns, but one-use items such as potions and scrolls (but not spellbooks) are permanently nullified.

There is one important exception—a Magic-User's *Dispel Magic* has no effect on Cleric spells.

Dispel Magic negates magical curses or diseases for 2d6 Turns only.

DIVINATION

Cleric Level 4
Duration: Instantaneous
Range: 0

The Divine powers know everything that was, everything that is, and everything that will be. This spell allows the Cleric to distract his god with his resplendent devotion and allow some of the god's knowledge to slip into the world. The Cleric can then interpret those memories to gain information regarding an area, building, area of a dungeon, or other similar place.

Information gained includes, in vague terms, a general idea of how powerful the creatures are there present, the general amount of treasure present, what kind of resistance to attack is present, and the nature of it, whether it is good, evil, chaotic, lawful, etc. The base chance for a correct divination is 60%+1% per caster level. The Referee should roll this secretly. If the dice roll fails, false information is delivered.

DUO-DIMENSION

Magic-User Level 7
Duration: 1 Round/level
Range: 0

This spell banishes the depth dimension of the caster's three dimensions of being, thus reducing the visible portion of himself to the two-dimensional aspects of height and width. The caster can take all normal actions, but has the ability to appear invisible if standing such that only his side is presented to an observer. The caster can also slide sideways through small cracks or other tight spaces. True seeing does allow a viewer to see the caster. This two-dimensional existence also creates a vulnerability in the caster. Any damage that the caster sustains while under the effects of the spell is multiplied by three, but the character cannot be struck while standing sideways to an attacker. The caster can, however, be affected by area effect attacks, which are subject to the damage multiplier stated previously.

EARTHQUAKE

Cleric Level 7
Duration: Instantaneous
Range: 120'

The wrath of divine power is a terrible thing to behold, and this spell allows the Cleric to command this wrath and unleash it against his enemies! An intense, but highly localized tremor rips the ground, to a diameter of 5' per caster level. The shock collapses structures, opens cracks in the ground, and more. The effect lasts for 1 Round, during which time creatures on the ground cannot move, cast spells, or attack. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

- ¶ Cave, Cavern, or Tunnel: The spell collapses the roof, dealing 7d6 points of damage to any creature caught under the cave-in. An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area, but below the falling debris.
- ¶ Cliffs: *Earthquake* causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 7d6 points of damage.
- ¶ Open Ground: Fissures open in the earth, and 1d6 creatures on the ground fall into one and die.
- ¶ Structure: Any structure standing on open ground takes 5d12 points of structural Hit Point damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Any creature caught inside a collapsing structure takes 7d6 points of damage.
- ¶ River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down structures. In addition, 1d6 creatures in the area will be sucked into the mud and killed.

ENLARGE*

Magic-User Level 1
Duration: 1 Turn/level
Range: 5'/level

The forces of magic do not recognize the relationships of size and distance between things; it is the limitations of the mind's ability to master magic that results in strictures such as "spell range," but sometimes the infinite nature of magic can be applied to material objects. This spell causes instant growth (and corresponding increase in weight and damage done) of a single object or creature that is in visible range. This increase changes a creature's size by 20% per caster level, up to three times the original size of the creature. The effectiveness of this spell is half of this on non-living objects, which are only enlarged 10% per level and to a maximum of double the original size of the object. The caster can affect a 10' cube of living matter per level or a 5' cube per level of non-living matter.

Magical item properties are not affected by this spell. For instance, a wand will have the same function even though it is increased to the size of a staff, and potion dosages are not increased, though they may take longer to drink. Objects do become stronger or heavier, so that a small rock gains the weight of an appropriately sized larger one, and a person enlarged will have a strength appropriate to his size (as an ogre or a giant, for example) with corresponding strength adjustments.

The damage done by an Enlarged character during mêlée is increased by the same percentage as his size.

The reverse of *Enlarge*, *Reduce*, can reduce objects or creatures in size by the same proportions as *Enlarge*. These spells cancel each other out. For either version of the spell a saving throw versus Magic is allowed to negate the effect. This save can be forfeited if the recipient desires.

ENTHRALL

Cleric Level 2
Duration: See Below
Range: 100'

When one's voice is given divine authority, it will be listened to. This spell allows the Cleric to hold the attention of a crowd and possibly to influence that

crowd. Any non-hostile beings within 100' will stop what they are doing to listen to the Cleric speak.

The Cleric can compel a crowd to action. If the Cleric attempts to persuade the crowd to do something that they are already inclined to do, they will act if they fail a saving throw versus Magic (just because they want to do something, it does not necessarily make it a good idea, otherwise they would already have done it). If the Cleric attempts to persuade the crowd to do something that offends their sensibilities, they will attack the Cleric if they fail their saving throw.

The spell ends immediately if any of the subjects of the spell are attacked or harmed in any way, if there is a powerful distraction that breaks the crowd's attention, or if the Cleric stops speaking to them.

ESP

Magic-User Level 2
Duration: 1 Turn
Range: 60'
If you know how to listen, thoughts are as audible as any voice, and those who care not about the privacy of all living things can hear them. This spell allows the Magic-User to perceive the thoughts of one character within 60' of him at a time. The caster understands the meaning of all thoughts even if he does not share the person's language. The ability to hear thoughts is obstructed by rock 2' thick or greater, or any amount of lead.

EXPLOSIVE RUNES

Magic-User Level 3
Duration: Permanent until triggered
Range: Touch
Magic-Users are miserly and jealous people, guarding their secrets as if they can take them to the grave. These runes are traced by a caster upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 2d6 points of damage in a 10' radius. The reader suffers full damage, no save allowed. Anyone else in the area of effect takes the full damage unless a saving throw versus Magic is made for half damage. The object on which the runes were written is obliterated, unless it is unaffected by fire. The caster and any other beings specifically instructed can read the protected writing without triggering the runes. Likewise, the caster can remove the runes whenever desired. Another creature can remove them with a successful casting of the *Dispel Magic* spell. A Magic-User has a 5% chance per level of detecting the runes while a Specialist has a flat 5% chance.

EXTENSION

Magic-User Level 4
Duration: See Below
Range: 0
This spell reminds magic forces that it is not bound by natural time and so lengthens the duration of another spell previously cast by the Magic-User by 50%. The previous spell must still be active.

FAERIE FIRE

Magic-User Level 1
Duration: 2 Rounds/level
Range: 80'
A pale glow surrounds and outlines the subjects, making them hypervisible. Outlined subjects shed light that makes them visible in darkness at a distance of 80', or half this if the creatures are near a light source. The Magic-User can affect creatures within a 40' radius, and may outline up to one human-sized creature per caster level. The *Faerie Fire* can be blue, green, or violet, according to the Magic-User's choice at the time of casting. The *Faerie Fire* does not cause any harm to the objects or creatures thus outlined. However, their greater visibility grants attackers a +2 bonus to hit them while the spell is in effect.

FAITHFUL HOUND

Magic-User Level 5
Duration: 1 Round/level
Range: 10'

This spell summons a guardian spirit to act as a guard dog for a particular area. This spirit is invisible to all but the caster. The area must be close to the caster, however, for if the caster is more than 30' from the area the spirit guards, it will return to the outer realm. The spirit can detect virtually any creature that enters the area: it can detect invisibility, can see creatures that are moving between dimensions, and can detect virtually any other method that might be employed to sneak into an area. If any creature larger than a cat or small dog enters the area, the spirit will begin howling with its echoing, supernatural bay. Moreover, it will seek to attack intruders from behind (it does not make frontal assaults) and can attack as a monster of 10 Hit Dice for 3d6 damage, even if the opponent requires up to a +3 magical weapon to be hit. It has AC 19 and cannot be harmed by normal weapons.

FALSE ALIGNMENT

Magic-User Level 3
Duration: 1 Turn/level
Range: 0

This spell masks the caster's true alignment. For all intents and purposes, not to mention spell effects, the caster will be considered to have a Neutral alignment for the duration of this spell.

FEATHER FALL

Magic-User Level 1
Duration: See Below
Range: 10'/level

The affected creatures or objects in range fall slowly. *Feather Fall* instantly changes the rate at which the targets fall to that of a feather (about 5' per Round), and the subjects take no damage upon landing while the spell is in effect. The spell ends immediately when the subject stops falling.

The spell can affect one or more objects or creatures, including gear and carried objects up to each creature's maximum encumbrance. The maximum volume is a 10' cube, and 200 pounds + 200 pounds per level can also be affected, such that a 1st level Magic-User can affect 400 pounds.

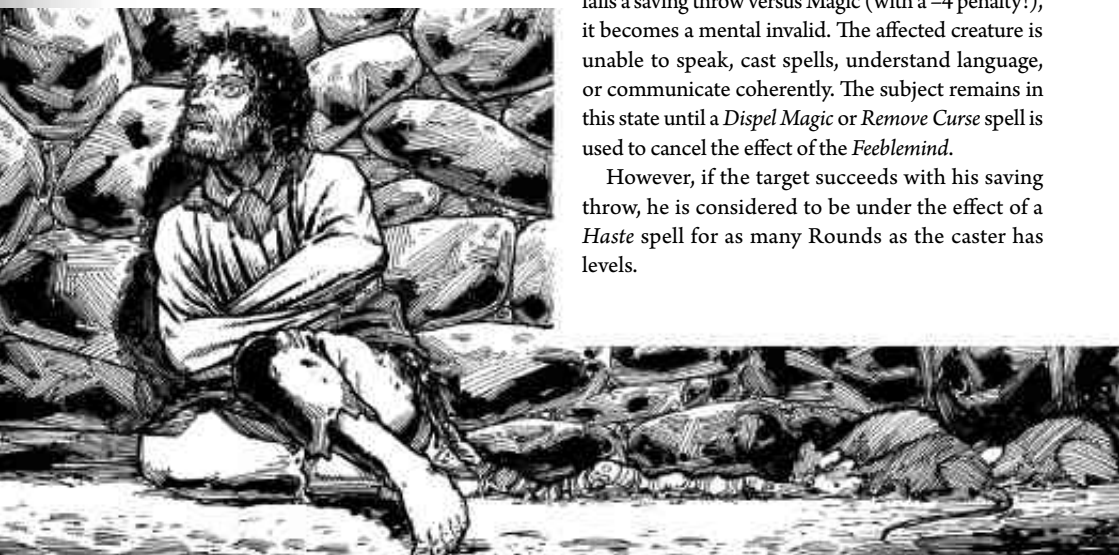
The spell can be cast with an instant utterance, quickly enough to save the caster or another creature if he unexpectedly falls, but Initiative, if appropriate, must be on the side of the caster. The spell can be cast on falling items or creatures and missiles, but is ineffective against creatures firmly on the ground or flying. No saving throw is permitted.

FEEBLEMIND

Magic-User Level 5
Duration: Permanent
Range: 120'

This spell turns the neural pathways of the target into a superconducting network of thought. In most targets, this overloads their brain. If the target creature fails a saving throw versus Magic (with a –4 penalty!), it becomes a mental invalid. The affected creature is unable to speak, cast spells, understand language, or communicate coherently. The subject remains in this state until a *Dispel Magic* or *Remove Curse* spell is used to cancel the effect of the *Feeblemind*.

However, if the target succeeds with his saving throw, he is considered to be under the effect of a *Haste* spell for as many Rounds as the caster has levels.



FIND THE PATH*

Cleric Level 6
Duration: 1 Turn/level
Range: Touch

The recipient of this spell can find the shortest, most direct physical route to a specified destination, whether into or out of a locale. The locale can be outdoors, underground, or even inside a *Maze* spell. *Find the Path* works with respect to locations, not objects or creatures at a locale. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating, at appropriate times, the exact path to follow or physical actions to take. The spell ends when the destination is reached, or the duration expires, whichever comes first. *Find the Path* can be used to remove the subject from the effect of a *Maze* spell in a single Round.

Lose the Path (the reverse of *Find the Path*) renders a touched being completely incapable of finding its way.

FLOATING DISC

Magic-User Level 1
Duration: 6 Turns
Range: 20'

The caster creates a slightly concave, circular plane of force that follows him about and carries a heavy load for him. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 500 pounds. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany the caster with an equal movement rate. If not otherwise directed, it maintains a constant interval of 6' between itself and the caster, and will follow the caster without prompting to maintain a minimum of 6' distance. When the disk winks out at the end of the spell's duration, whatever it was supporting falls to the surface beneath it.

FLY

Magic-User Level 3
Duration: d6 Turns + 1 Turn/level
Range: Touch

For a number of Turns equal to the caster's level +1d6 Turns, the caster can fly with a maximum movement of 120' each Round. The caster can vary the speed as desired, and is capable of hovering.

FORBIDDANCE

Cleric Level 6
Duration: Permanent
Range: 120'

Forbiddance seals a 60' square area against all planar travel, either into or out of it, or within it. This includes all teleportation spells (such as *Dimension Door* and *Teleport*), plane shifting, astral travel, and all summoning spells. Such effects simply fail automatically.

FORCE OF FORBIDMENT

Magic-User Level 2
Duration: 1 Turn/level or until concentration lapses
Range: 120'

The caster can block one subject of less than 6 Hit Dice from being able to advance past a certain point, the subject being blocked by a wall of magical force. A saving throw versus Magic applies, but at –2. The caster must maintain concentration thereafter in order to continue blocking the creature. Missiles will penetrate the magical force, and can do so in either direction. However, magical arrows are disenchanted if they pass through the barrier.

FORGET

Magic-User Level 2
Duration: Permanent
Range: 30'
This spell allows the caster to obliterate the memory of an opponent. The time span is equal to the previous 1 Round, +1 Round per 3 levels of the caster. This spell only affects memory, it does not alter any actual events that have taken place or nullify any other spell effects. The spell is capable of affecting up to 4 beings in range who are allowed a saving throw versus Magic, which is modified depending on how many creatures are targeted. No modifier is applied if 3 or 4 creatures are targeted, but if 2 are targeted the save is at –1, and –2 if only one being is targeted.

GASEOUS FORM

Magic-User Level 3
Duration: 1 minute/level
Range: Touch
The subject, but not his gear, becomes insubstantial, shapeless, misty, and translucent. The character cannot touch or affect material objects, nor pass through solid objects or cast spells while in gaseous form.

A gaseous creature floats at a 10' movement rate. It can pass through small holes or narrow openings, even mere cracks, as long as the spell persists. The creature is subject to the effects of wind, and it cannot enter water or other liquid.

The subject must be willing for the spell to take effect. The subject, not the caster, can decide to end the spell before the duration runs out. When regaining physical form, the subject can do so into an empty set of clothes and/or suit of armor.

GEAS

Magic-User Level 6
Duration: See Below
Range: Touch
The whims of a proficient wizard are not often ignored. This spell forces its victim, if a saving throw versus Magic is failed, into performing one service specified by the wizard. This service can be a lengthy quest or an immediate action, almost anything the wizard desires as long as it is a definite action. The wizard cannot, however, order the victim to harm himself deliberately. The victim retains his own wits and faculties, but must make the wizard's service his top priority at all times else fall under the effects of a curse as specified by the Magic-User. The only way to remove the curse is to complete the service, and when that service has been performed the spell terminates.

GLASS EYE

Magic-User Level 6
Duration: 1 Round/level
Range: Touch
The caster of this spell is able to see through walls as if a 3' square window is present. For the duration of the spell, the caster can see through more than just one wall, but it takes one Round to switch from one wall to another. The arcane window, according to the caster's preference, can be made visible to other creatures. However, if it is made visible to others it can only be applied to one wall. The window is always one way. The spell can be applied to 20' thick wood, 6' thick stone, or 4 inch thick metal. Platinum, gold, and lead block this spell.

GLOBE OF INVULNERABILITY, MAJOR

Magic-User Level 6
Duration: 1 Round/level
Range: 0
An immobile, faintly shimmering magical 10' diameter sphere surrounds the caster and excludes all Magic-User spell effects of 4th level or lower. The area or effect of any such spells does not include

the area of the *Major Globe of Invulnerability*. Such spells fail to affect any target located within the globe. However, any type of spell can be cast out of the magical globe. Spells of 5th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a *Dispel Magic* spell.

GLOBE OF INVULNERABILITY, MINOR

Magic-User Level 4
Duration: 1 Round/level
Range: 0
An immobile, faintly shimmering magical 10' diameter sphere surrounds the caster and excludes all Magic-User spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the *Minor Globe of Invulnerability*. Such spells fail to affect any target located within the globe. However, any type of spell can be cast out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a *Dispel Magic* spell.

GRASPING HAND

Magic-User Level 7
Duration: 1 Round/level
Range: 10'/level
A *Grasping Hand* can automatically grapple one opponent who fails their saving throw versus Paralyzation. Once he fails his saving throw, he will be held fast for the duration of the spell, and can be moved as the caster wishes at a movement rate of 60'. The "hand" has no physical form, so there is no way for allies to pry the "hand" loose and it will not block attacks made against the restrained creature.

GUST OF WIND

Magic-User Level 3
Duration: 1 Round
Range: 10'/level
This spell summons forth a powerful blast of air, forceful enough to blow out unprotected flames. The wind is strong enough to hurl a small flying creature backwards by 1d6 × 10', and will hold medium-sized creatures back from moving.

HALLUCINATORY TERRAIN

Magic-User Level 4
Duration: Permanent
Range: 240'
The caster makes some terrain look, sound, and smell like another sort of terrain, but the entire terrain to be hidden must be encompassed by the range that this spell can affect. The caster can affect a 10' square area per caster level.

HASTE*

Magic-User Level 3
Duration: 1 Round/level
Range: 60'
This spell makes creatures move and act more quickly than normal. One creature per caster level within a diameter of 60' can be affected. A *Hasted* creature can make double the normal number of actions and automatically wins Initiative (effectively going on Segment 7). All of the *Hasted* creature's modes of movement (including land movement, burrow, climb, fly, and swim) double in speed. Multiple *Haste* effects do not stack. Only one spell can be cast per Round while hasted.

Haste dispels and counters *Slow* effects.

Slow, the reverse of *Haste*, halves all attacks and movement, including spell casting such that only one spell can be cast every two Rounds.

HEAL*

Cleric Level 6
Duration: Instantaneous
Range: Touch
Heal enables the caster to channel divine energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: blindness, disease, fatigue, *Feeblemind*, and poison. It heals all but 1d4 points of damage.

Harm (reverse of *Heal*) takes away all, but 1d4 Hit Points from the victim touched and inflicts a disease as per the spell *Cause Disease*.

HEAT METAL

Cleric Level 2
Duration: 7 Rounds
Range: 40'
Those who would dare take up arms against the gods' chosen shall burn. This spell targets one opponent and causes all metal arms and armor (including impromptu weapons!) to become hot enough to burn flesh. As insurance against hypocrisy, the caster's arms and armor heats up as well.

On the first Round of the spell, the metal becomes warm and uncomfortable to touch, but deals no damage. The same effect also occurs on the last Round of the spell's duration. During the second (and also the next-to-last) Round, intense heat causes pain and damage. In the third, fourth, and fifth Rounds, the metal is searing hot, causing more damage, as shown on the table below.

ROUND	METAL TEMPERATURE	DAMAGE
1	Warm	None
2	Hot	1d4
3–5	Scorching	2d4
6	Hot	1d4
7	Warm	None

Note that when searing damage is delivered, additional effects occur depending on the body parts which are in contact with metal. A target may experience more than one of these effects if metal is contacting multiple body parts. Effects are as follows: extremities (hands, feet), unusable; body (covered by metal armor), bedridden from extreme burns; head (covered by a helmet), severely burned, victim is unconscious. These effects remain until the damage caused by the spell heals.

If searing metal makes contact with flammable material (leather, cloth, etc.), it burns, dealing and additional 1d4 damage on the next Round.

HEROISM

Cleric Level 2
Duration: 1 Round/level
Range: Touch
This spell grants the subject 1d4 levels' worth of Hit Points and saving throws (and, for Fighters, Attack Bonus) for the duration of the spell.

When the spell ends, if the subject has more Hit Points than when the spell was cast, his Hit Points return to their previous level. If the subject has less than or equal the number of Hit Points, then there is no adjustment once the spell ends.

HOLD MONSTER

Magic-User Level 5
Duration: 1 Round/level
Range: 120'
This spell will render any living creature paralyzed. Targets of the spell are aware, and can breathe normally, but cannot take actions of any kind, including speech. A successful save versus Paralyzation will negate the effect. The spell can be cast at a single monster, which makes its save at –2, or at a group, in which case 1d4 of the creatures in the group can be affected and their save is not made at a penalty.

A winged creature which is paralyzed cannot flap its wings and falls (if it is in flight at the time). A paralyzed swimmer cannot swim and may drown.

If a magic item or spell operates to partially negate the effects of paralysis, failure on the saving throw will have the effect of a *Slow* spell rather than completely immobilizing the target.

HOLD PERSON

Magic-User Level 3
Duration: 2 Rounds/level
Range: 120'
This spell projects a mystic force (unique to each formulation of the spell; different forms must be researched and prepared separately) that paralyzes living human and human-like targets (but not Elves). A successful save versus Paralyzation will negate the effect.

The spell can be cast at a single target which makes its save at –2, or at a group, in which case 1d3+1 targets can be affected and their save is not made at a penalty. Only humans or humanlike beings are affected. Characters of a greater level than the Magic-User are unaffected, as are undead and mindless creatures. Victims of the spell are aware, and breathe normally, but cannot take actions of any kind, including speech.

A winged creature which is paralyzed cannot flap its wings and falls (if it is in flight at the time). A

paralyzed swimmer cannot swim and may drown.

If a magic item or spell operates to partially negate the effects of paralysis, failure on the saving throw will have the effect of a *Slow* spell rather than completely immobilizing the target.

HOLD PORTAL

Magic-User Level 1
Duration: 2d6 Turns
Range: 10'

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A *Knock* spell or a successful *Dispel Magic* spell can negate a *Hold Portal* spell.

HOLY WORD*

Cleric Level 7
Duration: See Below
Range: 0

The language of gods is not one for mortal ears. In fact, it is the speaking of these words that is behind the power of Clerical magic. Some words though, are more devastating than others. The most destructive word is the true name of the Cleric's god, spoken as the god would speak it. The intonation of this *Holy Word* utterly banishes creatures not native to the caster's plane, hurling them back to their respective planes of existence. Additionally, other creatures will suffer effects from the *Holy Word* in accordance with the creature's Hit Dice:

HIT DICE	EFFECT
< 4	Killed
4–7	Paralyzed 1d4 Turns
8–11	Slowed 2d4 Rounds
12+	Deafened 1d4 Rounds, –2 to hit, Movement –25%

All creatures, save angels or other legitimately holy beings, priests, Clerics and devout followers of the caster's religion, within 60' of the caster are affected.

The reverse of *Holy Word*, *Unholy Word*, has the same effect save that demons and unholy creatures are not affected.

HOWL OF THE MOON

Magic-User Level 3
Duration: 1 hour/level (×2 during full moon)
Range: Touch

The Magic-User summons the primal self that exists within all humanity. However, he can only do so at night, when the chaotic forces of the moon tug at the savage psyche. The subject of the spell will abandon both reason and the façade of civilization, tearing at his clothes until he appears as a naked raving mad man. The transformation takes a full Turn to take effect. Once complete, he will move with the speed and nimbleness of a wolf (180' movement rate). His senses also become heightened and he is able to eat raw meat with no ill effects. His savage attacks are +2 to hit and he inflicts 1d6 damage with nothing but his bare hands and teeth. This is not due to any actual physical transformation, as the outward appearance remains unchanged. If the subject is attacked during the transformation, he will attempt to either flee or defend himself with the above bonuses.

If the caster makes himself the subject of the spell, he will maintain a sense of purpose and generally act as himself, but with an animal intelligence rather than his own. If the Magic-User wishes cancel the spell at any time before the spell ends (either the duration limit or sunrise), he must make a saving throw versus Magic. To affect someone else, the Magic-User must touch the subject. The caster can also "touch" the subject through scrying spells or devices. The subject will lose all sense of himself and become a savage animal with no recollection of his movements or actions when the spell ends. A saving throw versus Magic negates all effects of the spell.

While an individual is in this state, animals will sense the change in him and run away, with the exception of wolves. The subject will attract 1d6 normal wolves per hour, providing that they are already in the general area. He will not have any magical control over them, although they will treat him as the pack leader. Once the spell ends, they will scatter harmlessly unless attacked.

IDENTIFY

Magic-User Level 1
Duration: Instantaneous
Range: Touch

This spell allows the Magic-User to discern the magical properties of an item. The spell requires one uninterrupted day in a laboratory worth at least 1,000 sp to cast. At the end of the day, the Magic-User will have successfully determined one magical property of an item. The character will not know if there are additional properties unless he casts *Identify* again and another magical property of the item is determined. He will only know all of the magical properties of an item when he casts the spell and no new property is identified; both the "wasted" day and the "wasted" casting of *Identify* confirming that the item has no further properties. Note that a cursed item will not be identified as cursed, but as the item it pretends to be. This spell does not reveal command words. Each casting of the spell, successful or not, requires the expenditure of 100 sp worth of ingredients.

IMPRISONMENT*

Magic-User Level 9
Duration: Permanent
Range: Touch

When the caster casts *Imprisonment* and touches a creature, if it fails a saving throw versus Magic it is entombed in a state of suspended animation in a small sphere far beneath the surface of the earth. The subject remains there unless a *Freedom* spell (the reverse of *Imprisonment*) is cast at the locale where the imprisonment took place. Magical search by a crystal ball, a *Locate Object* spell, or some other similar divination does not reveal the fact that the creature has been imprisoned.

INSECT PLAGUE

Cleric Level 5
Duration: 1 Turn/level
Range: 360'

The caster summons a swarm of locusts in a 60' diameter. The swarm causes creatures occupying

its area to flee if they are 2 or less Hit Dice. This spell does not function when cast underground. The caster can control the swarm to move 20' in a Round. The caster must concentrate for the duration of the spell to maintain control over the swarm, and if the swarm leaves the range the caster loses control of it. The caster also loses control of the swarm if he is successfully attacked.

INSTANT SUMMONS

Magic-User Level 7
Duration: Instantaneous
Range: See Below
Time and space do not exist to the forces of magic, and this spell allows the Magic-User to disregard both in limited circumstances. When the spell is cast, a prepared item is summoned (instantly!) to his hands from wherever it currently is. To prepare the item, the caster simply places a magical mark on the item. The item must not be more than roughly 3' long nor weigh more than 8 pounds. Then the spell is cast, which magically and invisibly inscribes the name of the item on a gem worth at least 1,000 sp. Thereafter, the caster can summon the item by speaking a special word (set by the caster when the spell is cast) and crushing the gem. The item appears instantly in the caster's hand. Only the caster can use the gem in this way. If the item is in the possession of another creature, the spell does not work. The item can be summoned from across the multiverse, but only if no other creature has claimed ownership of it in the meantime.

INTERPOSING HAND

Magic-User Level 5
Duration: 1 Round/level
Range: 10'/level
Interposing Hand creates a large magic hand that appears between the caster and one opponent. This floating, disembodied hand then moves to remain between the two, regardless of where the caster moves or how the opponent tries to get around it. The hand does not pursue an opponent, however. An *Interposing Hand* has as many Hit Points as the caster when undamaged. It has an AC of 12. Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed.

INVISIBILITY

Magic-User Level 2
Duration: 1 Turn/level
Range: Touch
With this spell the Magic-User frightens the light of the world, causing it to avoid the subject of the spell. This causes the subject, including all carried equipment, to completely vanish from sight. Equipment that is dropped becomes visible, and items picked up disappear. Light sources carried by the subject cannot be seen by others, but can be seen by the subject.

The subject still makes noise, emits odor, etc., as usual. The subject still has physical mass and can touch and be touched. If the subject makes any sort of offensive action, such as attacking someone, tripping someone, using force to break an object, setting fire to a structure, basically taking any violent action at all, that action enrages the world's light so much that it attempts to attack the subject, resulting in the invisibility being dispelled just after the violent deed is performed. Note that being successful in a violent deed is not necessary; an invisible character that attacks and misses a target still becomes visible.

INVISIBILITY 10' RADIUS

Magic-User Level 3
Duration: 1 Turn/level
Range: 10' Radius Area
The caster's rage is so great that the light is terrified on a grand scale, and any beings, and their carried equipment, within 10' of the caster at the time of the casting become invisible as per the *Invisibility* spell. After the spell is cast, those affected do not have to remain close to the caster; it is as if individual *Invisibility* spells had been cast on each of them.

INVISIBILITY, IMPROVED

Magic-User Level 4
Duration: 1 Turn/level
Range: Touch
With this spell the Magic-User frightens the light of the world, causing it to avoid the subject of the spell. This causes the subject, including all carried equipment, to completely vanish from sight. Equipment that is dropped becomes visible, and items picked up disappear. Light sources carried by the subject cannot be seen by others, but can be seen by the subject.

The subject still makes noise, emits odor, etc., as usual. The subject still has physical mass and can touch and be touched. However, this spell is also proof against the anger of the light, and so the subject can take any aggressive or offensive action desired and it will not cancel the spell.

INVISIBILITY, MASS

Magic-User Level 7
Duration: 1 Turn/level
Range: 10'/level
This spell is identical to the *Invisibility 10' Radius* spell, but all living things (and their equipment) in a 30' square area become invisible. After the spell is cast, those affected do not have to remain within this area; it is as if individual *Invisibility* spells have been cast on each of them.

INVISIBILITY TO UNDEAD*

Cleric Level 1
Duration: 1 Turn/level
Range: Touch
The subject of this spell becomes completely unnoticed by undead creatures for the duration of the spell. Undead creatures cannot see, hear, or smell the subject at all for the duration of the spell or until the subject does something to intentionally gain an undead creature's attention (including attacking). This breaks the spell completely, with all undead in the area being then able to sense the subject.

The reverse of this spell, *Undead Attraction*, causes all present undead to ignore all living beings other than the subject until the subject is dead or until one of the ignored beings attacks the undead.

KNOCK

Magic-User Level 2
Duration: Instantaneous
Range: 60'
This spell allows the Magic-User to speak to a stuck, barred, locked, *Held*, or *Wizard Locked* door and convince it to open for him. It opens secret doors, as well as locked or trick-opening boxes and chests. It also loosens welds, shackles, or chains (provided they serve to hold shut something which can be opened). If used to open a *Wizard Locked* door, the spell does not remove the *Wizard Lock*, but simply suspends its functioning for one Turn. In all other cases, the door does not relock itself or become stuck again on its own. *Knock* will not raise a portcullis or operate any other similar mechanism, nor will it affect ropes, vines, and the like. Each spell can undo a single means of preventing access.

LEGEND LORE

Magic-User Level 6
Duration: See Below
Range: 0
The works and deeds of the famous and the infamous are witnessed by the universe, and all secrets are spied upon by creation, even if there is no man to record them. This spell allows the caster to read this chronicle that is written between the strands of reality, giving him knowledge about an important person, place, or thing. If the person or thing is at

hand, or if the caster is in the place in question, the casting time is 1d4 × 10 Turns. If the caster has only detailed information on the person, place, or thing, the casting time is 1d10 days. If only rumors are known, the casting time is 2d6 weeks. During the casting, the Magic-User cannot engage in other than routine activities such as eating, sleeping, and so forth. When completed, the divination brings legends or information about the person, place, or things to mind, but always in the form of riddles, puzzles, symbols, or other obscure forms that must be reasoned or intuited to understand. If the person, place, or thing is not of legendary importance, no information is gained.

LEVITATE

Magic-User Level 2
Duration: See Below
Range: 20'

Levitate allows the caster to move himself, another creature, or an object up and down as desired. An unwilling creature can make a saving throw versus Magic to avoid the effects, and an object must be unattended or the possessor is allowed a saving throw if he so wishes. By concentrating, the caster can mentally direct the recipient to move up or down as much as 20' each Round. The caster cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half his normal land speed). The spell lasts as long as the caster actively concentrates on it. If the Magic-User moves, engages in combat, is damaged, or takes any other action, the spell ends immediately.

LIGHT*

Magic-User Level 1
Duration: 3 Turns/caster level
Range: 120'

This spell creates a light source equivalent to that of a torch in the target area of the spell. The effect is immobile if cast on an area, but if cast on an object it moves with the object. Once cast, the caster has no control over the light, but can end the spell if he so wishes. If cast on a person or on the equipment of a person who does not wish to be the target of the spell, that person is allowed a saving throw versus Magic; success means that the spell is cast on the area the person is in, but not on a particular object.

The light caused by the spell emits no heat, nor can it be extinguished by water or high winds. The source of the light can be covered, which will block the light, but this will not end the spell.

Darkness, the reverse of the spell causes an area to be covered in total darkness; even creatures able to see in the dark are blind here.

The spell can be targeted at a creature's eyes specifically to blind it, assuming it has eyes in close proximity to one another. The target gets a saving throw versus Magic. If successful, the spell fails to work at all.

LIGHT, CONTINUAL*

Magic-User Level 2
Duration: 1 day
Range: 120'

This spell creates a light source equivalent to that of a torch in the target area of the spell. The effect is immobile if cast on an area, but if cast on an object it moves with the object. Once cast, the caster has no control over the light, but can end the spell if he so wishes. If cast on a person or on the equipment of a person who does not wish to be the target of the spell, that person is allowed a saving throw versus Magic; success means the spell is cast on the area the person is in, but not on a particular object.

The light caused by the spell emits no heat, nor can it be extinguished by water or high winds. The source of the light can be covered, which will block the light, but this will not end the spell.

Continual Darkness, the reverse of the spell causes an area to be covered in total darkness; even creatures able to see in the dark are blind here.

The spell can be targeted at a creature's eyes specifically to blind it, assuming it has eyes in close proximity to one another. The target gets a saving throw versus Magic. If successful, the spell fails to work at all.

LOCATE OBJECT*

Magic-User Level 2
Duration: 1 Turn/level
Range: 60' + 10'/level
The caster can sense the direction of a well-known or clearly visualized object. The caster can search for general items, in which case the nearest one of its kind is located. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. Living creatures or animate constructs cannot be located using *Locate Object*.

The reverse of this spell, *Hide Object*, makes the location of one object (which must be touched at the time of casting) completely unknown and unknowable to anyone not able to directly sense it (through sight, hearing, smell, etc.) for the duration of the spell.

LUCUBRATION

Magic-User Level 6
Duration: Instantaneous
Range: 0
This spell captures the energy of a previously cast spell and restores it to the caster. Any one spell of 5th level or lower cast within the past 24 hours is again fully prepared and ready to cast.

MAGIC AURA*

Magic-User Level 1
Duration: Permanent
Range: Touch
This spell makes an object appealing to the microcosmic forces of magic, giving the item an aura that causes it to register to *Detect* spells (and spells with similar capabilities) as though it were magical. If the object bearing *Magic Aura* is physically examined (touched), the examiner recognizes that the aura is false if he succeeds in a saving throw versus Magic. Otherwise, he believes the aura, but no amount of testing reveals what the true magic is.

The reverse of this spell, *Obscure Aura*, hides the magic aura of a legitimate magical item. A Magic-User casting *Detect Magic* and actually handling the item is permitted a saving throw versus Magic to see the magical aura of the item.

MAGIC JAR

Magic-User Level 5
Duration: See Below
Range: 10'/level
By casting *Magic Jar*, the caster places his soul in a gem or large crystal (known as the magic jar), leaving his body lifeless. An attempt can then be made to take control of a body within 120', forcing its soul into the magic jar. At a later time, the caster can move back to the jar, thereby returning the trapped soul to its body, and attempt to possess another body. The spell ends when the caster sends his soul back to his own body, leaving the receptacle empty.

To cast the spell, the magic jar must be within spell range. While in the magic jar, the caster can sense and attack any life force. Attempting to possess a body is a full-Round action. The caster possesses the body and forces the creature's soul into the magic jar unless the subject succeeds a saving throw versus Magic. Failure to take over the host leaves the caster's life force in the magic jar, and the target automatically succeeds on further saving throws if the caster attempts to possess its body again.

If the caster is successful, his life force occupies the host body, and the host's life force is imprisoned in the magic jar. The caster keeps his own Intelligence, Wisdom, Charisma, level, class, and alignment. The body retains its Strength, Dexterity, Constitution, Hit Points, natural abilities, and automatic abilities. The creature's spells and spell-like abilities do not stay with the body. The caster can be forced out of a possessed body if a *Dispel Evil* spell is cast.

The spell ends when the caster shifts from the jar to his original body. If the host body is slain, the caster returns to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the caster and the host die. If the caster's life force is within the magic jar and his own body is slain, the caster is trapped in the magic jar until a creature comes within range and can be possessed. If the caster's life force is in possession of a host and the magic jar is destroyed, the caster's life force is stranded in the host. Any life force with nowhere to

go is slain. Destroying the receptacle ends the spell and destroys any life force inside it.

MAGIC MISSILE

Magic-User Level 1
Duration: Instantaneous
Range: 60' + 10'/level
A missile of magical energy shoots forth from the caster's fingertip and strikes its target, dealing damage equal to 1d4 per level of the caster (so a second level Magic-User deals 2d4 points of damage). The missile strikes unerringly, even if the target is in mêlée combat or has less than total cover or total concealment. Specific parts of a creature cannot be singled out.

The caster can throw the full force of the missile at a single target, but if the caster is 2nd level or higher, he can choose to divide the dice of damage between targets as he wishes. Dice must be assigned to targets before any damage is rolled, and targets of these divided dice are allowed a saving throw versus Magic, with success meaning that the target takes half damage.

Each Magic-User's *Magic Missile* is unique in appearance and always looks the same. When the caster writes a scroll, the resulting Missile looks identical to the normally cast version. When using a scroll written by another Magic-User, or memorizing a spell out of another's spellbook, the resulting spell will look like that other caster's *Missile*. Each different 'signature' for a *Magic Missile* must be researched and/or transcribed as if it were a different spell.

MAGIC MOUTH

Magic-User Level 2
Duration: Permanent
Range: See Below
This enchantment is set upon an object, and the magic is triggered when certain conditions established by the caster are met. When that happens, a mouth appears in the object and speaks the message it has been commanded to speak. The message can be up to 30 words long.

MAGIC SWORD

Magic-User Level 7
Duration: 1 Round/level
Range: 30'
The caster evokes a magical sword into being and can wield it by exerting his will. While doing so, he cannot cast spells, use magic items, or move, although the spell does not end if the Magic-User's concentration is broken; the sword simply does not attack during that Round. The sword attacks as a Fighter one-half of the Magic-User's caster level (and always hits on a natural 19 or 20), and it can hit creatures that can ordinarily be hit only with magic weapons. The sword inflicts 1d12 damage.

MAGIC VESTMENT

Cleric Level 3
Duration: 1 Turn/level
Range: Touch
This spell shields the subject by the power of faith, granting them a +1 Armor Class for every level of the caster. This spell does not function if the subject is wearing armor or using any sort of protective enchantments or items.

MAZE

Magic-User Level 8
Duration: See Below
Range: 5'/level
The caster banishes the subject into an extra dimensional labyrinth. The number of Turns or Rounds the subject takes to escape this labyrinth is determined by his Intelligence.

Referees should estimate the targeted Intelligence of the monster or NPC (if it has no given stats).

INTELLIGENCE	TIME IN LABYRINTH
3 or less	3d4 Turns
4–5	2d4 Turns
6–8	1d4 Turns
9–12	4d4 Rounds
13–15	3d4 Rounds
16–17	2d4 Rounds
18+	1d4 Rounds

MENDING

Magic-User Level 1
Duration: Instantaneous
Range: 30'
Mending repairs small breaks or tears in objects. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by *Mending*. The spell cannot repair magic items, nor does it affect creatures.

MESSAGE

Magic-User Level 1
Duration: Instantaneous
Range: 60' + 10'/level
This spell grants the caster the ability to whisper messages and receive whispered replies. The caster points his finger at a creature he wants to receive the message. The target must be in direct line of sight, with no barrier. The whispered message is audible only to the target. The creature that receives the message can whisper a reply that the caster can hear. The spell transmits sound, not meaning. It does not transcend language barriers. Unlike casting most spells, the gestures of this spell are subtle, and it is easy to conceal that the spell is being cast.

MIND BLANK

Magic-User Level 8
Duration: 1 Turn/level
Range: 30'
The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. In the case of scrying that scans an area the creature is in, such as a crystal ball, the spell works, but the subject of the *Mind Blank* spell is simply not detected. Scrying attempts that are targeted specifically at the subject do not work at all.

MIND SWITCH

Magic-user Level 6
Duration: Permanent
Range: Touch
This spell allows the caster to switch the minds of two beings. The beings must be of the same race. The caster must touch the two beings in turn, and when the second being is touched their minds switch bodies. A character not wishing to have their mind switched must make a saving throw versus Magic to resist the change. If either of the intended targets succeeds in their saving throw, the spell fails.

Mind-switched characters retain their Charisma, Intelligence, and Wisdom, gain the Constitution, Dexterity, and Strength of the body they have been switched into. The body retains its previous Hit Point maximum, but the minds otherwise retain their former class, level, experience points, and abilities.

The spell is permanent until dispelled. The

caster must touch both involved parties once again to cancel the spell, and they are each entitled to a saving throw versus Magic if they want to resist the spell's cancellation. Casting *Dispel Magic* allows no such saving throw. In each case, if the affected parties are not *Dispelled* or cancelled at the same time, the first one to be so affected goes into a consciousless void until his original body is freed of its possessing consciousness. If the original body dies while a mind is in limbo, it is forever lost.

MIRROR IMAGE

Magic-User Level 2
Duration: 1 Round/level
Range: 0
This spell grabs 1d4 duplicates of the caster from near-identical timelines to confuse foes and make it more difficult for the original caster to come to harm. Since all of the mirror images are the caster, in the same situation and fighting the same battle in their own timeline, they are indistinguishable in every way from the caster and mimic his every motion. When an opponent makes a successful attack against one of the duplicates, it instantly dies and dissipates into nothingness (the others remain). If an opponent attempts to attack a Magic-User obscured by this spell, it is randomly determined whether the to-hit roll is directed toward the caster or one of the duplicates. Note that the duplicates do not take independent action; they are just "mirror images" as the spell name implies.

MNEMONIC ENHANCER

Magic-User Level 4
Duration: Instantaneous
Range: 0
This spell allows the caster to prepare additional spells or retain spells recently cast. Up to 3 levels of spells could be retained, or memorized above and beyond the number normally available for the caster's level. This can be in any combination of spell levels. For instance, one 3rd level spell or three 1st level spells. If spells are to be retained, then rather than memorize extra spells, *Mnemonic Enhancer* is cast first and then used to discharge the spells of the stated spell levels, while retaining them for one more casting.

MOVE EARTH

Magic-User Level 6
Duration: Instantaneous
Range: 240'
A 50' cube of loose soil can be moved per Turn within the spell's range. Solid stone cannot be moved.

NEUTRALIZE POISON*

Cleric Level 4
Duration: Instantaneous
Range: Touch
The caster removes all trace of venom and poison in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended. The spell does not reverse instantaneous effects such as Hit Point damage, or other effects that do not go away on their own. If a character dies of poison, *Neutralize Poison* will revive the character if the spell is used no more than one Turn after death.

The reverse of this spell, *Inflict Poison*, gives the caster a poison touch, and the first victim touched by the Cleric must save versus Poison or die.

PART WATER

Cleric Level 7
Duration: 1 Turn/level
Range: 120'
The caster creates a path 10' wide and a maximum of 120' long through water, such as a pond, lake, river, or other body of water. The caster can dismiss the spell effects before the duration ends, thus allowing water to crash down upon unwanted pursuers.

PASSWALL

Magic-User Level 5
Duration: 3 Turns
Range: 30'
The caster creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10' deep with a 5' diameter.

PERMANENCY

Magic-User Level 8
Duration: Permanent
Range: Touch

The *Permanency* spell makes other spell effects permanent. It is also used to lock the enchantments of a magic item permanently into the item, such magical items, wands, and staves. Certain spells can be made permanent upon the caster or another creature, and other spells can be made permanent only if cast upon an area or an object. Each use of this spell requires the caster to make a saving throw versus Magic; failure permanently reduces the caster's Constitution by 1 point.

Spells that can be made permanent upon a person or other creature (and these must be cast by a Magic-User, not a Cleric):

Army of One, Change Self, Clairvoyance, Comprehend Languages, Detect Illusion, Detect Invisible, Duo-Dimension, Enlarge, ESP, Faerie Fire, False Alignment, Fly, Gaseous Form, Glass Eye, Globe of Invulnerability (*Major* and *Minor*), *Haste, Howl of the Moon, Invisibility, Mind Blank, Polymorph* (*Other* and *Self*), *Projected Image, Protection from Normal Missiles, Protection from Normal Weapons, Ray of Enfeeblement, Shape Change, Speak with Animals, Speak with Monsters, Speak with Plants, Spell Turning, Spider Climb, Telekinesis, Unseen Servant, Ventriloquism, Water Breathing, Wizard Eye.*

Spells that can be made permanent upon an area or object:

Airy Water, Audible Glamour, Barrier, Enlarge, Floating Disc, Force of Forbidment, Light, Prismatic Wall, Remote Surveillance, Reverse Gravity, Seven Gates, Stinking Cloud, Veil, Wall of Fire, Wall of Fog, Wall of Force, Wall of Ice, Web.

PHANTASMAL FORCE

Magic-User Level 2
Duration: 1 Round/level
Range: 10'/level

This spell creates a creature the caster has previously seen that will obey his every mental command. However, it only exists in the minds of those seeing, smelling, or hearing it. The first time a phantasmal creature causes damage in combat, the victim receives a saving throw versus Magic. Success means the creature ceases to exist as far as that character is concerned and no damage is taken, otherwise, the illusion is as deadly as any real creature. The illusion is dispelled the first time it is hit in combat by someone who believes in it.

PHANTASMAL PSYCHEDELIA

Magic-User Level 3
Duration: 1 Round/level
Range: 10'/level

This spell creates a creature the caster has previously seen that will obey his every mental command. However, it only exists in the minds of those seeing, smelling, or hearing it. The first time a phantasmal creature causes damage in combat, the victim receives a saving throw versus Magic. Success means the creature ceases to exist as far as that character is concerned and no damage is taken, otherwise, the illusion is as deadly as any real creature. Whenever the illusory creature is hit in combat by someone believing in it, the attacker gains another saving throw to disbelieve the illusion.

PHANTASMAL SUPERGORIA

Magic-User Level 6
Duration: 1 Round/level
Range: 10'/level

This spell creates a creature the caster has previously seen that will obey his every mental command. However, it only exists in the minds of those seeing, smelling, or hearing it. The first time a phantasmal creature causes damage, the victim receives a saving throw versus Magic. Success means the creature ceases to exist as far as that character is concerned and no damage is taken; otherwise, the illusion is as deadly as any real creature. If the saving throw is not made, then another save is allowed only after the illusory creature has taken so much "damage" that it must be dead although the illusion can take no actual damage because it does not exist.

Saving throws are also granted if a character disbelieves a certain situation created by the illusion.

PHASE DOOR

Magic-User 7
Duration: 1 passage per 2 levels
Range: Touch

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials, including metals. This passage is 10' deep with a 5' diameter. The phase door is invisible and inaccessible to all creatures except the caster, and only the caster can use the passage. The caster disappears when entering the phase door and reappears when exiting. If the caster desires, he can take one other creature (human-sized or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can it be seen through. A *Phase Door* is subject to *Dispel Magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected, the Referee rolling randomly to see from side of the *Phase Door*.

PLANT GROWTH

Magic-User Level 4
Duration: Permanent
Range: 120'

Plant Growth causes normal vegetation (grasses, bushes, creepers, thistles, trees, vines, etc.) within range and a 20' square area per level to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Movement drops to 10', or 20' for large creatures. The area must have brush and trees in it for this spell to take effect. At the caster's option, the area can be any shape. This spell has no effect on plant creatures.

POLYMORPH ANY OBJECT

Magic-User Level 8
Duration: Permanent
Range: 5' per level

This transforms one object or creature into another. Objects can be changed into living creatures, creatures can be turned to plants, etc. Subjects cannot be transformed into specific creatures or items—a rock can be turned into a human, but not into the king of the realm, for example. Objects transformed across kingdoms (Plant, Animal, Mineral) cannot

increase mass by more than three times. The spell *Dispel Magic* will reverse the effects of this spell. All objects or creatures affected by this spell will radiate magic should such detections be made.

This spell can also be used to duplicate the effects of *Flesh to Stone*, *Stone to Flesh*, and similar spells that alter matter. When this spell is used to create the effects of *Flesh to Stone*, the victim makes a saving throw with a penalty of –4.

POLYMORPH OTHERS

Magic-User Level 4
Duration: Permanent
Range: 60'

By means of this spell, one living being can be transformed into another kind of being. The creature may make a saving throw versus Magic, but if the creature is willing this roll can be forgone and the effects are automatic. If the new creature's Hit Dice totals more than twice the Hit Dice of the original creature, the spell does not work. Although the final form will retain the same number of Hit Points as the original, all other abilities of the new form will be acquired, including Intelligence level. The creature becomes the new creature in every way, including instincts, alignment, preferences, etc. This spell cannot be used to reproduce the appearance of a specific identity. *Dispel Magic* negates the effects of this spell, and if the subject dies while in a different form he will revert to his natural form in death.

POLYMORPH SELF

Magic-User Level 4
Duration: 1 Turn/level
Range: 0

The caster transforms himself into another being. A particular individual cannot be mimicked with this spell, but only a typical individual of a creature type. The new body must be of a creature with a number of Hit Dice, equal to, or less than that of the caster. The caster retains his Intelligence, Hit Points, saving throws, and ability to attack, but does gain physical abilities of the new form, including Strength or Strength-based attack forms and damage. Magical abilities or other special abilities are not gained. For example, if the caster transforms into a winged creature, he will be able to fly. If the caster takes the form of a creature with a petrifying gaze, his gaze will not petrify. The caster is unable to cast spells when transformed. *Dispel Magic* negates the effects of this spell, and if the caster dies while in a different form he will revert to his natural form in death.

POWER WORD KILL

Magic-User Level 9
Duration: Instantaneous
Range: 2.5'/caster level

The caster utters a single word of power that instantly kills one or more creatures within a 20' diameter, whether the creatures can hear the word or not. This spell will kill multiple creatures if they have less than 11 Hit Points each, or the spell will kill a single creature that has 60 Hit Points or less. The caster must choose whether he is attempting to kill one creature or multiple creatures when he casts the spell. If multiple creatures are targeted, a maximum of 120 Hit Points' total of creatures can be killed. Any creature that has 61 or more Hit Points is unaffected by *Power Word Kill*. There is no saving throw against this spell.

POWER WORD STUN

Magic-User Level 7
Duration: See Below
Range: 5'/level

The caster utters a single word of power that instantly causes one creature of his choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that has 91 or more Hit Points is unaffected by *Power Word Stun*. There is no saving throw against this spell.

HIT POINTS	DURATION
30 or less	4d4+1 Rounds
31–50	2d4+1 Rounds
51–90	1d4+1 Rounds

PRISMATIC SPHERE

Magic-User Level 7
Duration: 1 Turn/level
Range: 0

The caster conjures up an immobile, opaque globe of shimmering, multicolored light that surrounds him and offers protection from all forms of attack. The sphere flashes in all colors of the visible spectrum. The sphere has a blindness effect on creatures with less than 8 Hit Dice, which lasts 2d4 Turns.

The caster can pass into and out of the prismatic sphere and remain near it without harm. However, the sphere blocks any attempt to project something into the sphere (including spells). Other creatures that attempt to attack the caster or pass through suffer the effects of each color, one at a time in order. Typically, only the upper hemisphere of the globe will exist, since the caster is at the center of the sphere, so the lower half is usually excluded by the floor surface.

PRISMATIC SPRAY

Magic-User Level 7
Duration: Instantaneous
Range: 70'

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from the caster's hand. The beams are intertwined in a fan of light 70' long, 5' wide at the origin, and 15' wide at the terminal end. Each beam has a different power. Creatures in the area of the spell with 8 Hit Dice or less are automatically blinded for 2d4 Turns. Every creature in the area is randomly struck by one or more beams, which have additional effects that are identical to the same color of the globes produced by the Magic-User spell *Prismatic Sphere*.

PRISMATIC WALL

Magic-User Level 7
Duration: 1 Turn/Level
Range: 10'

Prismatic Wall creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects the caster from all forms of attack. For all purposes this spell functions identically to the Magic-User spell *Prismatic Sphere*, except a shimmering wall is produced rather than an opaque globe.

PROJECTED IMAGE

Magic-User Level 6
Duration: 1 Round/level
Range: 10'/level

The caster creates a quasi-real, illusory version of himself. The *Projected Image* looks, sounds, and smells like the caster, but is intangible. The projected image mimics the caster's actions (including speech) and any sound or spell effects will seem to come from the image. In fact, ranged spells (not touch spells) can be cast from the *Projected Image* rather than the actual Magic-User! If the image is physically touched, either by a hand or with a weapon wielded by hand, it disappears. However, all missile weapons or spells will pass through the image or otherwise appear to do nothing to the caster.

ROLL	COLOR	PRISMATIC SPRAY EFFECT
1	Red	Deals 10 points of damage (saving throw for half damage)
2	Orange	Deals 15 points of damage (saving throw for half)
3	Yellow	Deals 20 points of damage (saving throw for half)
4	Green	Poison (saving throw or die)
5	Blue	Turns to stone (saving throw negates)
6	Indigo	Causes insanity (saving throw negates)
7	Violet	Creatures sent to another dimension (saving throw negates)
8	Two Colors	Roll twice, ignoring this result

ORDER	COLOR	PRISMATIC SPHERE/WALL EFFECTS	NEGATED BY
1st	Red	Stops non-magical ranged weapons. Deals 10 points of damage (saving throw for half damage)	*Knock*
2nd	Orange	Stops magical ranged weapons. Deals 15 points of damage (saving throw for half)	*Gust of Wind*
3rd	Yellow	Stops poisons, gases, and petrification. Deals 20 points of damage (saving throw for half)	*Disintegrate*
4th	Green	Stops breath weapons. Poison (saving throw or die)	*Passwall*
5th	Blue	Stops divination and mental attacks. Turns to stone (saving throw negates)	*Magic Missile*
6th	Indigo	Stops all spells. Causes insanity (saving throw negates)	*Continual Light*
7th	Violet	Force shield. Creatures sent to another dimension (saving throw negates)	*Dispel Magic**

* *Dispel Magic* only dispels the 7th layer and does not disrupt the entire spell

PROTECTION FROM EVIL*

Cleric Level 1
Duration: 1 Round/level
Range: Touch

"Evil," for purposes of this spell, is an in-game colloquial term. It should properly be called "Protection from Chaos."

The subject of this spell becomes more resistant to Chaotic creatures and effects. Any Chaotic creature suffers a penalty to hit the subject in mêlée combat equal to the level of the caster, and the subject gets a +1 bonus per level of the caster to save against any attack or effect caused by a Chaotic creature. *Protection from Evil* also allows a saving throw against Magic-User spells and effects against the subject which normally do not grant saves (spells which deliver damage do half on a successful save, other spells fail entirely on a successful save), but the subject must also save against the effects of the beneficial spells he wants to be cast on him.

For purposes of this spell, "Chaotic creatures" include undead creatures, monsters with any sort of magical ability or attack, any creature that is able to use magic (including Magic-Users and Elves, but not Clerics), beings carrying magical items (potions and scrolls do not count, but wands and staves do), and any sort of supernatural creature incapable of acting beneficently.

Beings and manifestations that have no real-world essence without the forces of Chaos or magic (incorporeal undead, demons, extra-dimensional beings, Elves, etc., but not angels or other powers of Law) are not able to physically touch those protected by this spell at all.

The reverse of this spell, *Protection from Good*, instead protects against Lawful creatures and Cleric magic.

PROTECTION FROM EVIL, 10' RADIUS*

Cleric Level 4
Duration: 1 Round/level
Range: 0

"Evil," for purposes of this spell, is an in-game colloquial term. It should properly be called "Protection from Chaos, 10' Radius."

This spell creates a zone of protection 10' in radius, centered on and moving with the caster. Everyone within this zone becomes more resistant to Chaotic creatures and effects. Any Chaotic creature suffers a penalty to hit the subject in mêlée combat equal to the level of the caster, and the subject gets a +1 bonus per level of the caster to save against any attack or effect caused by a Chaotic creature. *Protection from Evil* also allows a saving throw against Magic-User spells and effects against the subject which normally do not grant saves (spells which deliver damage do half on a successful save, other spells fail entirely on a successful save), but the subject must also save against the effects of the beneficial spells he wants to be cast on him.

Magic-User spells or effects cast from within the zone suffer the same penalties as spells being cast into the zone, no matter where the spell is aimed.

For purposes of this spell, "Chaotic creatures" include undead creatures, monsters with any sort of magical ability or attack, any creature that is able to use magic (including Magic-Users and Elves, but not Clerics), beings carrying magical items (potions and scrolls do not count, but wands and staves do), and any sort of supernatural creature incapable of acting beneficently.

Beings and manifestations that have no real-world essence without the forces of Chaos or magic (incorporeal undead, demons, extra-dimensional beings, Elves, etc., but not angels or other powers of Law) are not able to enter this zone at all. If such a being is forced into the zone by fault of the caster (backing one into a corner, for instance), the spell ends. It is a defensive spell and using it as a weapon disrupts it.

The reverse of this spell, *Protection from Good, 10' Radius*, instead protects against Lawful creatures and Cleric magic.

PROTECTION FROM NORMAL MISSILES

Magic-User Level 3
Duration: 1 Round/level
Range: Touch

While under the effects of this spell, the caster or subject is completely unharmed by small and non-magical missiles. Only the subject receives this protection, and it does not extend to large hurled boulders such as those that giants employ, or enchanted arrows. The spell conveys no protection whatsoever against spells, including spells with missile-like qualities.

PROTECTION FROM NORMAL WEAPONS

Magic-User Level 4
Duration: 1 Round/level
Range: Touch

The subject of this spell becomes completely invulnerable to the effects of non-magical weapons. Creatures of 4 Hit Dice or greater, but not including character levels, are still able to attack as normal if not using weapons. The spell conveys no protection whatsoever against spells.

PURIFY FOOD AND DRINK*

Cleric Level 1
Duration: Instantaneous
Range: 30'
Enough food and water for up to a dozen people is made pure, removing all spoilage and poisons.

The reverse of the spell, *Foul Food and Drink*, contaminates food and water and will spoil holy water.

QUEST

Cleric Level 5
Duration: See Below
Range: 60'
When this spell is cast on a character, a saving throw versus Magic is allowed. Success indicates that the spell is not effective. If the save fails, the caster can compel the character to take on a quest. This quest can be dangerous, but the character cannot be instructed to purposefully harm himself. Should the affected character resist taking on the quest, he will be under the effect of a curse, the nature of which is decided by the Referee. The only way to remove the curse is to undertake the quest, and when the quest is finished the spell terminates.

RAY OF ENFEEBLEMENT

Magic-User Level 2
Duration: 1 Round/level
Range: 20'
When this spell is cast, a coruscating ray shoots from the caster's hand. The target of the spell suffers a penalty to his Strength equal to 25%, +2% per caster level beyond level 3. This penalty applies equally to mêlée and missile damage inflicted by an affected creature as well. A successful saving throw versus Magic negates the effect.

READ MAGIC

Magic-User Level 1
Duration: Instantaneous
Range: 0
By means of *Read Magic*, the caster can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This does not normally invoke the magic contained in the writing, although it can do so in the case of a cursed scroll. Furthermore, once the spell is cast and the caster has read the magical inscription, he thereafter is able to read that particular writing without recourse to the use of *Read Magic*. All spellbooks are written such that only the Elf or Magic-User who owns the book can decipher it without the use of this spell. Each casting of the spell allows the reading of 1d4 items.

If a character loses access to *Read Magic* (a spellbook is stolen or destroyed, for instance), the character must research the spell as if it was unknown to him and then written up in a new spellbook.

REMOTE SURVEILLANCE

Magic-User Level 7
Duration: 1 Turn/level
Range: Touch
This spell enables a caster to enchant a particular item. The first person or creature to handle that item immediately becomes a conduit for the caster, with no saving throw. The victim will not realize that he is the victim of a spell.

When this happens, the caster is immediately aware of the spell's activation. The caster can then experience all of the subject's senses. In effect, the subject of the spell becomes the caster's perfect spy. The caster can also cast spells through the subject of the spell. However, the caster cannot read the subject's mind, nor does the caster find anything out about the subject. There could be circumstances where the caster does not even know where the subject is. All that the caster becomes aware of is that the spell is active, and from that point is also aware of whatever the subject sees, hears, smells, tastes, or touches until the duration of the spell ends.

REMOVE CURSE*

Cleric Level 3
Duration: Instantaneous
Range: Touch
Remove Curse instantaneously removes one curse on a creature if it makes a saving throw versus Magic. *Remove Curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell enables the creature afflicted with any such cursed item to remove it from his person and get rid of it. *Remove Curse* counters and dispels *Bestow Curse*.

Bestow Curse (the reverse of *Remove Curse*) can bring about any number of unfortunate effects upon a being, determined by the caster and Referee. Some limits of effect must be enforced. Typical possibilities are limited to no more than a –2 penalty to saving throws or –4 to hit, an ability being reduced by 50%. These effects can have any number of creative symptoms. The victim can avoid being affected by *Bestow Curse* with a successful saving throw versus Magic.

REMOVE FEAR*

Cleric Level 1
Duration: See Below
Range: Touch
This spells instills courage in the subject, and potentially removes the effect of magic-induced fear by allowing the target a saving throw versus Magic to attempt to remove the effects. The subject receives a saving throw bonus of +1 per level of the caster. The subject automatically succeeds in any morale checks for a number of Rounds equal to the caster's level. *Remove Fear* counters and dispels *Cause Fear*.

The reverse, *Cause Fear*, will cause a subject who is touched to run away, hysterical, at full running movement for a number of Rounds equal to the caster's level.

RESIST COLD

Cleric Level 2
Duration: 1 Turn/level
Range: Touch
While under the effects of this spell, a character or monster is unharmed by freezing (non-magical) cold, and receives a bonus of +2 to all saving throws versus cold-based magical or breath attacks. In addition, 1 point of damage is subtracted from each dice of damage dealt by a cold-based attack. Each die will still inflict a minimum of 1 point of damage.

RESIST FIRE

Cleric Level 2
Duration: 1 Turn/level
Range: Touch
While under the effects of this spell, a character or monster is unharmed by intense (non-magical) heat, and he receives a bonus of +3 to all saving throws versus heat-based magical or breath attacks. In addition, 1 point of damage is subtracted from each die of damage dealt by a heat-based attack. Each die will still inflict a minimum of 1 point of damage.

REVERSE GRAVITY

Magic-User Level 7
Duration: 1 Round
Range: 5'/level

Nature is a Magic-User's plaything, and this spell commands the earth to throw away people and objects standing upon it. This affects a 30' squared area, causing all unattached objects and creatures within that area to "fall" upward 20'. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the maximum height without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward, suffering the usual falling damage when they hit the ground.

SACRIFICE*

Cleric Level 3
Duration: Instantaneous
Range: Touch

This spell allows the Cleric to transfer any desired number of Hit Points from himself to the target. The reverse of this spell, *Drain Life*, allows the caster to drain 1d6+1 Hit Points from a creature, with a successful attack roll. The Hit Points are transferred to the cleric through healing.

SANCTUARY

Cleric Level 1
Duration: 2 Rounds/level
Range: Touch

This spell allows the subject to be attacked less often by foes. Any creature attempting to attack the subject must first make a saving throw versus Magic, or else it is not permitted to make an attack. The attacker does not lose its turn; it can still attack another target, move, or do anything else it is normally allowed to do. This restriction applies to area effect attacks as well, unless there is another target within that area.

The spell ends immediately if the subject makes any violent or offensive action.

SECRET CHEST

Magic-User Level 5
Duration: 60 days
Range: See Below

By casting this spell, a Magic-User can hide a chest in another dimension for as long as sixty days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3' by 2' by 2'). If any living creatures are placed in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, the caster can retrieve it by concentrating (a standard action), and it will appear next to him.

The chest must be exceptionally well crafted and expensive. The cost of such a chest is never less than 500 sp. Once it is constructed, the caster must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. The caster can have but one pair of these chests at any given time. The chests are non-magical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, the spell is cast while touching both the chest and the replica. The chest vanishes into the negative plane. The caster needs the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way that the large chest can be summoned back. There is a slim chance (cumulative 1% per week) that a denizen or some other extra-dimensional being will find the chest. If this happens, roll on the table below:

ROLL	RESULT
1–3	One item is added
4–9	One item is stolen
10–16	All new contents are present
17–20	The chest is empty

SECRET PAGE

Magic-User Level 3
Duration: Permanent
Range: Touch
This spell allows the caster to disguise a single page in a book (or inscriptions on a tombstone, a framed painting, or any sort of medium analogous to a "page") as something else.

The caster will see still the information as it truly is, but all others looking upon it will see the illusory information as determined by the caster.

SEVEN GATES

Magic-User Level 4
Duration: 4d6 Turns
Range: See Below
Seven pre-prepared gates (some marker must be placed at the gate's intended location) at a distance of up to five miles from each other are activated, allowing people to move between them. The first gate appears in front of the caster. After entering a gate, roll d8 to determine the exit point; a roll of 8 means the traveler has been temporarily caught between dimensions and cannot get out for 1d6 Turns. At that point, he gets a saving throw each additional Turn to emerge successfully at a random gate—if the spell hasn't ended by that time, of course.

SHADES

Magic-User Level 6
Duration: 1 Round/level
Range: 30'
The caster creates phantasmal pseudo-real monsters in an area of 20'. The monster or monsters created cannot exceed the caster's level in Hit Dice. Monsters created in this fashion must all be the same type. They each have 5 hp per the creature's normal Hit Dice. Victims are allowed a saving throw versus Magic to realize that the creatures are only partly real. The phantasmal monsters are able to attack and deal damage as per a normal creature of their type to any being that fails this saving throw. If the saving throw succeeds, the phantasmal monsters have an effective AC 15 and only inflict half of their normal damage .

SHADOW MONSTERS

Magic-User Level 4
Duration: 1 Round/level
Range: 30'
The caster creates phantasmal pseudo-real monsters in an area 20' square. The monster or monsters created cannot exceed the caster's level in Hit Dice. Monsters created in this fashion must all be the same type. They have 2 hp per the creature's normal Hit Dice. Victims are allowed a saving throw versus Magic to realize that the creatures are only partly real. The phantasmal monsters are able to attack and deal damage as per a normal creature of their type to any being that fails this saving throw. If the saving throw succeeds, the phantasmal monsters have an effective AC 12 and only a quarter of their normal damage.

SHAPE CHANGE

Magic-User Level 9
Duration: 1 Turn/level
Range: 0
This spell enables the caster to assume the form of any single non-unique creature (of any type) except for particularly powerful creatures like demons, devils, or demi-gods. The caster's Hit Points remain the same. The caster gains all of the extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, except for any abilities relying on the knowledge or intelligence of the monster, because the caster's mind remains his own. The caster can change form once each Round for the duration of the spell.

SHIELD

Magic-User Level 1
Duration: 2 Turns
Range: Touch
Magic-Users are masters of matter and as such can command objects racing towards them to stop. The objects are sometimes impertinent, it is true, but this spell will protect the caster from many attacks which would otherwise harm him. Against missile attacks, the spell grants the caster AC 19, and an effective AC 17 for all other attacks. Even if an attack hits, it does one less point of damage than it otherwise would have.

SILENCE 15' RADIUS

Cleric Level 2
Duration: 2 Rounds/level
Range: 120'

Upon the casting of this spell, complete silence prevails in a diameter of 30'. All sound is stopped and conversation is impossible. No noise whatsoever issues from the area, but noise originating from outside the silenced area can be heard by those within it. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a saving throw versus Magic, and if successful the spell takes effect in a stationary location near the creature, but the creature can move out of the affected area.

SIMULACRUM

Magic-User Level 7
Duration: Permanent
Range: Touch

Simulacrum creates a pseudo-duplicate of any creature. The spell is cast over a rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. The simulacrum appears to be the same as the original, but it has only one-half of the real creature's Hit Points. The duplicate has a faulty memory of the original's life, but will remember most details 30% of the time. At all times, the simulacrum remains under the caster's absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 Hit Points or otherwise destroyed, a simulacrum reverts to snow and melts instantly into nothingness. A simulacrum will radiate magic with a *Detect Magic* spell, and *True Seeing* will reveal a simulacrum's true nature.

SLEEP

Magic-User Level 1
Duration: d4 Turns
Range: 30' + 10'/level

A *Sleep* spell causes a magical slumber to come upon creatures with 4+1 or fewer Hit Dice. The caster can only affect 1 creature if it has 4+1 or more Hit Dice, but the spell will otherwise affect creatures totaling no more than 2d8 Hit Dice. Calculate monsters with less than 1 Hit Die as having 1 Hit Die, and monsters with a bonus to their Hit Dice as having the flat amount. For example, a 3+2 Hit Die monster would be calculated as having 3 Hit Dice. Excess Hit Dice that are not sufficient to affect a creature are wasted. Creatures with the fewest Hit Dice are affected first. Slapping or wounding awakens an affected creature, but normal noise does not. *Sleep* does not affect undead, constructs, or other magical or unnatural creatures (such as Elves).

SPEAK WITH ANIMALS

Magic-User Level 2
Duration: 2 Rounds/level
Range: 0

The caster can comprehend and communicate with ordinary animals or giant versions of ordinary animals. The caster can ask questions of, and receive answers from, one particular kind of animal, although the spell does not make it any more friendly or cooperative than normal. The type of animal is decided when the spell is cast. If an animal is friendly toward the caster, it may do him some favor or service.

SPEAK WITH DEAD

Magic-User Level 3
Duration: See Below
Range: 10'

This spell rips the spirit of a corpse from the afterlife and returns it to its body. The habitation is imperfect, and as such the spirit is only able to move the body's lips and tongue, and thus is able to answer questions.

The corpse's knowledge is limited to what the person knew during life, including the languages it spoke (if any). Answers are often brief, cryptic, or repetitive.

People that were decent, honest, innocent, or at least devout in their religion (not all gods care about morality), will be anxious to answer questions and remain on Earth for as long as possible. They have learned that the afterlife is nothing, simply a void with no effective consciousness and no sensation, but for the numbing awareness of passing time. They know that being alive, even inside a rotting corpse for the briefest sliver of time that leaves them in agony as the decay of their physical form leaves every nerve transmitting unrelenting pain, is better than being dead.

Cads, scoundrels, and heretics, on the other hand, were pleasantly surprised to not find eternal torture waiting for them in death. Only the vicious and undeserving find this peace in death, and they will be furious about this peace being disturbed. This allows them a saving throw versus Magic to resist answering questions.

The spell allows a base of three questions. If the death occurred more than a day ago, one less question can be asked, and of more than a year, again one less question can be asked.

This spell does not affect a corpse that has been turned into an undead creature. The head of the person to be spoken with (or at least the mouth), even if it is merely a skull, must be intact and present for the spell to work.

Speak with Dead only functions on human corpses.

SPEAK WITH MONSTERS

Magic-User Level 6
Duration: 1 Round/level
Range: 30'

The caster can comprehend and communicate with any creature. The caster can ask questions of, and receive answers from, one particular kind of monster, although the spell does not make it any more friendly or cooperative than normal. If a creature is friendly toward the caster, it may do him some favor or service.

SPEAK WITH PLANTS

Magic-User Level 4
Duration: 1 Round/level
Range: 0

The caster can communicate with plants, including both normal plants and plant creatures. The caster is able to ask questions of and receive answers from plants, and can ask plants to move in such a way to clear a path that is otherwise impassable or covered in difficult growth. The spell does not make plant creatures any more friendly or cooperative than normal. If a plant creature is friendly toward the caster, it may do him some favor or service.

SPELL IMMUNITY

Cleric Level 4
Duration: 1 Turn/level
Range: Touch

The caster can use this spell to grant resistance to all spells and spell-like abilities, improving his chance to make saves versus Magic. Spells that *Charm*, *Command*, *Cause Fear*, and similar effects are granted a saving throw bonus of +8. Extremely powerful compulsive spells such as *Geas* are granted a bonus to a saving throw of +5. All other spells are granted a +3 saving throw bonus. The caster can affect 1 creature for the spell's duration, per level, or multiple creatures with the duration divided among them.

SPELL TURNING

Magic-User Level 7
Duration: 1 Round/level
Range: 0

Spells and spell-like effects targeted on the caster are turned back upon the original caster. The spell turns only effects that have the caster as a singular target. Area effect spells are not affected. *Spell Turning* also fails to stop touch range spells.

When a spell is turned, the original caster receives a saving throw if the spell normally calls for one.

SPIDER CLIMB

Magic-User Level 1
Duration: 1 Round + 1 Round/level
Range: Touch

The subject can climb and travel on vertical surfaces or even traverse ceilings as a spider does. The affected creature must have its hands and feet free to climb in this manner. Any objects weighing less than 5 pounds cling to the spell recipient's hands and feet. This spell can be used on another being (touch required) with no saving throw.

STATUE

Magic-User Level 7
Duration: 6 Turns/level
Range: Touch

A *Statue* spell turns the caster or a subject to solid stone, along with any garments and equipment worn or carried. The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. The subject of a *Statue* spell can return to its normal state, act, and then return instantly to the statue state if it so desires, as long as the spell duration is in effect.

STINKING CLOUD

Magic-User Level 2
Duration: 1 Round/level
Range: 30'

Stinking Cloud creates a 20' cubed bank of fog centered anywhere within range, making living creatures within it helpless with nausea. This condition lasts as long as a creature is in the cloud and for 1d4+1 Rounds after it leaves. Any creature that succeeds in a saving throw versus Poison when leaving the fog is not affected for the additional Rounds.

STONE SHAPE

Magic-User Level 5
Duration: Instantaneous
Range: Touch

This spell can form an existing piece of stone into any shape that suits the caster's purpose, to a total volume of 1' cubed per level. While it is possible to make crude coffers, doors, and so forth with stone shape, fine detail is not possible.

STONE TO FLESH*

Magic-User Level 6
Duration: Permanent
Range: 120'

This spell returns a petrified creature to its normal state, restoring both life and goods. Any petrified creature, regardless of size, can be restored.

Flesh to Stone (the reverse of *Stone to Flesh*) turns one creature into a statue, including all gear and any items currently held. A saving throw versus Paralyzation is permitted to resist the transformation.

STRANGE WATERS II

Magic-User Level 3
Duration: See Below
Range: 10'

This spell creates a small sphere of water, filled with twenty small fish, in the air which immediately crashes to the ground. The fish immediately begin suffocating, and will all die in one Turn. If a fish is eaten before it dies, it delivers a magical effect to the one eating it. The following table shows what effect each fish delivers. Each fish from the sphere is identical to the others in all respects, except for its magical effect; there is no way to know what effect each fish delivers without eating one.

1. Poisonous: Save versus Poison or die.
2. Flight: Gives the power of flight, as per the *Fly* spell, for 1d6 Turns.
3. Diminution: The consumer shrinks to one inch tall for 2d6 Turns.
4. Climbing: Gives the power of the *Spider Climb* spell for d6 Turns.
5. Gaseous Form: Turns the consumer into a gas, as per the *Gaseous Form* spell, for 1d6 Turns.
6. Strength: The consumer gains a +3 Strength modifier for 1d6 Turns.
7. Fire Breath: The consumer is able to deliver one breath of fire for 2d6 damage. This attack automatically hits with no saving throw.
8. Time Stop: The consumer is able to take 1d4+1 Rounds worth of actions before anyone else can act.
9. Dexterity: The consumer gains a +3 Dexterity modifier for 1d6 Turns.
10. Haste: The consumer gains speed as per the *Haste* spell for 1d4 Turns.
11. Invulnerability: The consumer becomes completely immune to non-magical weapons for 1d4 Turns.
12. Levitation: The consumer gains the ability to *Levitate* as per the spell for 1d4 Turns.
13. Enspelled: The consumer is able to cast one random 1st level Magic-User spell once and once only. Clerics are instead poisoned and must save versus Poison or die.
14. Mirror Image: The consumer gains 1d6 mirror images for 1d4 Turns as per the *Mirror Image* spell.
15. Invisibility: The consumer becomes invisible, as per the spell, for 1d6 Turns.
16. Begone: The consumer is teleported d6 × 1d100% feet in a random direction. The character will appear in the open area closest to the target area.
17. Energy Blast: The consumer releases a pulse of energy which inflicts 1d8 damage to all within 20', save versus Breath Weapon for half damage.
18. Blinding Flash: All within 30' must save versus Paralyzation or be blinded for 3d10 Turns as the consumer's skin releases a flash of light.
19. Poison Kiss: The consumer's lips are filled with a poisonous liquid, and the consumer must kiss another living being to deliver the poison within one Turn or suffer the poison himself. The poisoned character must save versus Poison or die.
20. Giant Strength: The consumer receives a +6 Strength modifier, and does +3 damage in mêlée combat, for 1d4 Turns.

Although a character can eat more than one fish at a time, the magical effects granted are not guaranteed to work in tandem or altogether. When a character eats more than one fish, roll on the table above to see what the magical effect is for each one, and then roll on the following table to determine the result of the magical fish mélange:

1. The two fish cancel each other out; neither is effective.

2. No issue; both fish take normal effect.
3. One fish overpowers the other; only one effect occurs (50% chance for each).
4. One fish has half duration, the other has half-again duration (determine which is which randomly).
5. Poison! Death! No save!
6. Only one of the fish works, but for 10 times the listed duration.
7. Both fish take effect, but the consumer is struck blind for 1d6 hours.
8. Both work, but the consumer is drugged (–2 Strength and Dexterity modifiers, –3 Intelligence and Wisdom modifiers).

SUGGESTION

Magic-User Level 3
Duration: Permanent until Triggered
Range: 30'

The Magic-User is an expert in tricking the nether forces into revealing its secrets, and thus magic use was born. Fooling common humans is nothing compared to this. *Suggestion* is one of the few spells that is cast surreptitiously during an ongoing conversation, and only Magic-Users and Elves will recognize what is happening. After the spell is cast, and if the victim fails a saving throw versus Magic, the caster can implant a suggestion in the mind of one listener. This suggestion will lie buried in the victim's mind until a trigger event, set by the caster, occurs. Then the victim will carry out the suggested action. A more subtle suggestion not having to do with specific actions (for example, suggesting that a certain person or group is evil or undesirable) will instead affect the victim's attitudes, but after every time that the victim behaves in a manner contrary to his regular nature he receives an additional saving throw versus Magic to shake off the effects of the spell.

The *Suggestion* itself must be worded in a reasonable manner (even if the end result is not reasonable) and not immediately suicidal. "You should stick this dagger in your chest," is not a valid *Suggestion*, but "You know you can fly and want to do so right now from the roof," might be, as would, "People label bottles as poison in order to hide their sweet, delicious wine," depending on the delivery.

A victim of a *Suggestion* does not detect as cursed or magical. The enchantment is spent as the spell is cast; the effects are simply stored in the victim's thoughts.

SUGGESTION, MASS

Magic-User Level 6
Duration: Permanent until Triggered
Range: 10'/level

As a Magic-User becomes more comfortable (never completely comfortable, just more than before) in manipulating the forces of magic, he also becomes more proficient in warping the hearts and minds of those around him. *Mass Suggestion* is one of the few spells that is cast surreptitiously, during an ongoing conversation, and only Magic-Users and Elves will recognize what is happening. After the spell is cast, and if the victim(s) fails a saving throw versus Magic, the caster can implant a single suggestion in the mind of one listener per caster level. If there is only one victim, he saves at a -2 penalty. This *Suggestion* will lie buried in the victim's mind until a trigger event, set by the caster, occurs. Then the victim will carry out the suggested action. A more subtle suggestion not having to do with specific actions (for example, suggesting that a certain person or group is evil or undesirable) will instead affect the victims' attitudes, but after every time that a victim behaves in a manner contrary to his regular nature he receives an additional saving throw to shake off the effects of the spell.

The *Suggestion* itself must be worded in a reasonable manner (even if the end result is not reasonable) and consistent with the victim's attitudes. "You will ignore these escapees here," is not a valid *Suggestion*, but "These are not the escapees you are looking for," would be.

The victims of a *Mass Suggestion* do not detect as cursed or magical. The enchantment is spent as the spell is cast; the effects are simply stored in the victims' thoughts.

SUMMON

Magic-User Level 1
Duration: See Below
Range: 10'

Magic fundamentally works by ripping a hole in the fabric of space and time and pulling out energy that interacts with and warps our reality. Various mages have managed to consistently capture specific energy in exact amounts to produce replicable results: Spells.

The *Summon* spell opens the rift between the worlds a little bit more and forces an inhabitant From Beyond into our world to do the Magic-User's bidding. What exactly comes through the tear, and whether or not it will do what the summoner wishes, is wholly unpredictable.

Once the *Summon* spell is cast, there are a number of steps to resolve:

- ¶ The caster chooses the intended Power of the Summoned Entity
- ¶ The caster makes a saving throw versus Magic
- ¶ Determine the Entity's Form
- ¶ Determine the Entity's Powers
- ¶ Resolve the Domination Roll

STEP ONE

The caster must decide how powerful a creature—expressed in terms of Hit Dice—he will attempt to summon. This cannot be more than two times the caster's level, but this effective level for this purpose can be modified by Thaumaturgic Circles and Sacrifices—see below.

STEP TWO

The caster must make a saving throw versus Magic. Failing this saving throw means a more powerful creature than anticipated might come through the tear in the fabric of reality, which can have dire consequences for all present.

STEP THREE

The creature's form and powers will be randomly determined on the following tables, with different results altering the creature's basic stats.

Those default stats are: AC 12, 1 attack for 1d6 damage, Move 120' (ground), ML 10.

To determine the creature's basic form, roll 1d12 if the original casting save was made, 1d20 if it was not.

FORM		
1–2	1	Amoeba
	2	Balloon
	3	Blood (immune to norm. attacks)
3–4	1	Brain
	2	Canine (Move 180')
	3	Crab (2 attacks, +2 AC)
5–6	1	Crystal (+4 AC)
	2	Excrement
	3	Eyeball
7–8	1	Frog (leap 150')
	2	Fungus (Move 60')
	3	Insectoid (+2 AC)
9–10	1	Organic Rot (causes disease on a hit)
	2	Polyhedral
	3	Seaweed
11–12	1	Slime (Move 60')
	2	Snake (50% poison, 50% constriction)
	3	Squid
13–19	1	Anti-Matter (HDd6 explosion on every contact)
	2	Dream-Matter (all touched become Confused)
	3	Flowing Colors
	4	Fog (immune to normal attacks)
	5	Lightning (Move 240', immune to normal attacks, 1d8 damage touch, touching it with metal does 1d8 damage)
	6	Orb of Light (immune to normal attacks)
	7	Pure Energy (immune to normal attacks, touch does 1d8 damage)
	8	Shadow
	9	Smoke (immune to normal attacks, Move 240', suffocation attack)
	10	Wind (immune to normal attacks, Move 240')
20*	1	Collective Unconscious Desire for Suicide
	2	Disruption of the Universal Order

3	Fear of a Blackened Planet
4	Imaginary Equation, Incorrect yet True
5	Lament of a Mother for her Dead Child
6	Lust of a Betrayed Lover
7	Memories of Pre-Conception
8	Regret for Unchosen Possibilities
9	Space Between the Ticks of a Clock
10	World Under Water

*If an Abstract Form is rolled, ignore the rest of the steps and go straight to the particular Abstract Form description below.

Each basic form that is not from the Abstract Forms category will have a number of additional features.

The base Hit Dice of the creature that the caster wished to summon determines the die type used to determine additional features as follows:

HIT DICE	DIE TYPE
0 (1d6 hp)	1d2
1	1d4
2 - 4	1d6
5 - 7	1d8
8 - 10	1d10
11 - 13	1d12
14 +	1d20

Roll the indicated die type… This is the Base Number. Roll that die again. If the new roll is less than the Base Number, then roll an appendage on the following table. Roll again and keep adding appendages until a new roll greater than, or equal to, the previous roll is made.

APPENDAGES		ADJECTIVE	NOUN
1	1	Adhesive	Antennae
	2	Beautiful	Arms
	3	Bestial	Branches
	4	Chiming	Claws
	5	Crystalline	Eggs/Seeds
	6	Dead	Eyes/Great Eye
2	1	Dripping	Face
	2	Fanged	Feathers
	3	Flaming	Fins
	4	Furred	Flowers
	5	Gigantic	Foliage
	6	Glowing	Fronds
3	1	Gossamer	Genitals
	2	Gushing	Horn
	3	Humming	Legs
	4	Icy	Lumps
	5	Immaterial	Machine
	6	Incomplete	Maggots
4	1	Malformed	Mandibles
	2	Necrotic	Mouths/Great Maw
	3	Negative	Oil
	4	Neon	Proboscis
	5	Numerous	Pseudopods
	6	Petrified	Scales
5	1	Prehensile	Shell
	2	Pungent	Sores
	3	Reflective	Spine
	4	Rubbery	Stinger
	5	Running	Stripes
	6	Skeletal	Suction Pods
6	1	Slimy	Tail
	2	Smoking	Teats
	3	Stalked	Teeth
	4	Thorned	Tentacles
	5	Throbbing	Wings
	6	Transparent	Wrapping

STEP FOUR

To determine the number of powers that a creature has, use the base Hit Dice of the creature that the caster wished to summon to determine which die type to use according to the following table:

HIT DICE	DIE TYPE
0 (1d6 hp)	1d2
1	1d4
2–4	1d6
5–7	1d8
8–10	1d10
11–13	1d12
14+	1d20

Roll the indicated die type… This is the Base Number. Roll that die again. If the initial saving throw in Step Two was successful, the entity has a special power if the second roll is less than the Base Number. Roll again and keep adding special powers until a new roll greater than, or equal to, the previous roll is made.

However, if the initial saving throw was failed, a new power is gained on a roll less than, or equal to, the Base Number, so the creature will have a greater chance to have more powers than if the casting was more controlled. If a 1 is rolled, however, no further rolls can be made.

The possible powers of a summoned entity can be randomly determined on the following table. Reroll any duplicate results.

1. AC +2d6
2. AC +1d10
3. AC +1d12
4. AC +1d12, immune to normal weapons
5. AC +1d20
6. AC +1d4
7. AC +1d6
8. AC +1d6, immune to normal weapons
9. AC +1d8
10. AC +1d8, immune to normal weapons
11. *Animate Dead* (at will)
12. Blurred (always on, first attack against creature always misses, otherwise +2 AC)
13. Bonus Attack (if initial attack hits, opportunity for another attack)
14. Bonus Damage on Great Hit (does one greater die damage if hits by 5 or more, or rolls a natural 20)
15. *Chaos* (at will, one at a time)
16. *Cloudkill* (at will, one at a time)
17. Cold Attack (ranged, HDd6 damage)
18. *Confusion* (on a successful hit)
19. Continuing Damage (after a hit, victim takes one die less damage each Round until creature leaves or is killed)
20. Damage Sphere (all within 15' take 1d6 damage per Round)
21. *Darkness* (at will, one at a time)
22. *Detect Invisibility* (always on)
23. Drain Ability Score (on a successful hit)
24. *Duo-Dimension* (always on, but does not take extra damage)
25. Electrical Attack (ranged, HDd6 damage)
26. Energy Drain (on a successful hit)
27. *ESP* (always on)
28. Explosion
29. *Feeblemind* (on a successful hit)
30. Fire Attack (ranged, HDd6 damage)
31. *Gaseous Form* (at will)
32. *Globe of Invulnerability* (always on self)
33. Grapple (+5 to rolls involving grappling)
34. *Haste* (always on self)
35. Immune to Cold
36. Immune to Electricity
37. Immune to Fire
38. Immune to Magic
39. Immune to Metal
40. Immune to Normal Weapons
41. Immune to Physical Attacks
42. Immune to Wood
43. Impregnates (victims hit must save versus Poison or carry a thing)
44. *Incendiary Cloud* (at will, one at a time)
45. *Lost Dweomer*
46. Magic Drain (on a successful hit)
47. *Maze* (on a successful hit)
48. Memory Wipe (on a successful hit, but no other damage)
49. Mimicry (can duplicate sounds and voices it has heard)
50. Mind Control (at will, one at a time)
51. *Mirror Image* (always on)
52. *Move Earth* (at will)
53. Multiple Attacks (additional 1d3 attacks)
54. Paralysis (on a successful hit)
55. Pernicious Wounds (do not naturally heal)
56. *Phantasmal Force* (at will, one at a time)
57. *Phantasmal Psychedelia* (at will, one at a time)
58. *Phantasmal Supergoria* (at will, one at a time)
59. Phasing (can move through solid objects)
60. Plant Death (all vegetation dies within 10' x HD)
61. Poison (on a successful hit)
62. *Polymorph Other* (on a successful hit)
63. *Prismatic Sphere* (at will)
64. *Prismatic Spray* (at will)
65. *Prismatic Wall* (at will, one at a time)

66. Psionic Attack (auto-hit, 1d6 damage)
67. Psionic Scream (auto hit in 30' radius area, 1d6 damage + victims must save versus Magic or be Slowed)
68. Radiation Attack
69. Radioactive
70. Ranged Attack
71. Regenerate (regains 1d3 hp a Round)
72. *Reverse Gravity* (at will, one at a time)
73. *Silence* (always on in 15' area)
74. *Slow* (once every ten Rounds)
75. Spell Turning (always on)
76. Spellcasting (as Magic-User of 2d6 levels – random spells)
77. Spore Cloud (all in area must save versus Poison or become infested)
78. *Stinking Cloud* (continuous around creature)
79. *Stone Shape* (at will)
80. *Summon* (as per this spell, no miscast, creatures under control of this creature, not original caster)
81. Swallow Whole (on a natural 20 or hitting by 10 or more)
82. *Symbol* (one type, randomly determined, at will)
83. *Telekinesis* (at will)
84. *Teleportation* (at will)
85. *Time Stop*
86. *Transmute Flesh to Stone* (on successful hit)
87. *Transmute Rock to Mud* (at will)
88. Valuable Innards (worth 500 sp × HD)
89. Ventriloquism (at will)
90. Victims Rise as Undead
91. Vulnerable to Cold (takes +1 damage per die)
92. Vulnerable to Cold Iron (takes +1 damage per die)
93. Vulnerable to Electricity (takes +1 damage per die)
94. Vulnerable to Fire (takes +1 damage per die)
95. Vulnerable to Metal (takes +1 damage per die)
96. Vulnerable to Physical Attacks (takes +1 damage per die)
97. Vulnerable to Silver (takes +1 damage per die)
98. Vulnerable to Wood (takes +1 damage per die)
99. *Wall of Fire* (at will, one at a time)
100. *Web* (at will, one at a time)

STEP FIVE

The Domination roll requires two 1d20 rolls, one on behalf of the caster, the other on behalf of the summoned entity.

The caster's level, Thaumaturgic Circle Modifiers, and Sacrifice modifiers are added to his roll.

The creature's Hit Dice is added to its roll, and it also receives +1 to the roll for every Power it has.

DOMINATION ROLL RESULTS

If the Magic-User wins, the margin of victory determines how many d10s to roll to determine how many Rounds the creature will be under the caster's control. The caster must concentrate on controlling the creature for this period of time, and if the caster's concentration is broken (by being damaged, or casting another spell, for instance), there must be another Domination roll to determine if the creature will remain under control (this second roll can only confirm the original term of control, not extend it, and at most the creature can only win a basic victory in this second contest). The creature returns to its dimension when this time ends.

If the Magic-User wins by a Great Margin (equal to, or greater than, 5 + creature's Hit Dice + the number of its Powers), the caster can demand a longer service from the creature without needing to consciously direct it. The details of this service must be communicated in a clear and succinct manner.

If the caster wins by a margin of 19 or more (or double a Great Margin), the creature is bound permanently in our world, and under the complete control of the caster, with no direct concentration required to maintain this control.

If the creature wins the Domination roll, it will simply lash out, attempting to kill and maim all living creatures while it is stable in this reality (a number of Rounds equal to d10 × the margin it won the Domination contest, minimum number of Rounds equal to its Hit Dice).

If the creature wins by a Great Margin (equal to, or greater than, 5 + Magic-User's Hit Dice + Sacrifice + Thaumaturgic Circle modifiers), the caster is completely at the mercy of the creature, mind, body, and soul. Roll

1d6 and consult the Dominating Creature table below to determine what happens.

If the creature wins the roll by 19 or more (or double a Great Margin), it must make a 1d20 roll. On a 1–19 it is empowered by energy from its own dimension and multiplies its Hit Dice by 1d4+1. Re-roll its powers using its new Hit Dice as a base. It will then go on a killing rampage.

If this extra roll is a 20, the barrier between realities is sundered, and innumerable monstrosities begin dropping through. Hundreds of them will come through in the first hour, then about a hundred a day for the next week, then just a few each day. All will be hostile, as their passage to this world is accidental and our reality will be unfamiliar and unpleasant to their sensibilities.

If the domination roll is a tie, then roll again, but this time, the caster uses a d12 instead of a d20, and Thaumaturgic and Sacrifice modifiers do not apply.

DOMINATING CREATURE

1. The creature retreats to its own reality, bringing the caster back with it. The caster's physical body is destroyed, but his mental essence exists forever in misery.
2. The creature's presence in this universe is stable and it will not be drawn back to its world. The caster's will is replaced with that of the creature, and the character becomes an NPC. If the creature and the Magic-User together have the strength to destroy everyone and everything in their immediate surroundings, they will do so. If there is doubt about their ability to accomplish this, the creature and caster will retreat and begin their long-range campaign to bring about Hell on Earth.
3. The creature holds the rift open longer than it was supposed to be; 1d10 more creatures with Hit Dice ranging from 1 to the summoned creature's Hit Dice, flood into the physical world. They will attempt to slay and consume every living thing.
4. The creature and the Magic-User merge to form one being. It can switch between the two physical forms at will, and in either form possesses all the powers of both beings. The creature is in control.
5. The creature explodes on contact with our universe, disrupting all sense of self and identity. All human or human-like characters within 120' are randomly switched into new bodies, with the levels and class abilities of the new body (all bodies must change, even if a random roll puts a character back in their original body). Characters retain their previous Charisma, Intelligence, and Wisdom, and take on the Constitution, Dexterity, Strength, Class, Level, and Hit Points of the new body. All present are now Chaotic in alignment, and any Clerics lose their Cleric spells.
6. The creature is not at all interested in being in "reality," nor does it care about anyone present. It is however supremely vexed at being called through the veil by a piece of meat. It will take one of the caster's comrades as compensation. The caster must choose one of his fellow player characters, and then that character will simply cease to be. If the caster delays, or chooses anyone else than a player character, then all the player characters in the area will be winked out of existence… and the caster will be left alone.

THAUMATURGIC CIRCLES AND SACRIFICES

Using Thaumaturgic Circles and offering Sacrifice while casting the spell makes the portal between worlds more interesting, attracting greater creatures to the summoning point and so allowing them to be summoned. It also numbs the consciousness of these creatures, such as it is, allowing a Magic-User to more easily control greater creatures.

Each full 2 Hit Dice of sacrifices gives the caster a +1 bonus to the Domination roll, or 1 Hit Die for a +1 bonus if the sacrifice is the same race as the caster. To count as a sacrifice, the victim must be helpless at the time of the slaying and purposefully slain for just this purpose. Combat deaths do not count.

Thaumaturgic Circles are magical diagrams (or mathematical equations which are nonsense in our

world, but important in some other) used to focus magical energy and give the caster greater control over his summoning. The diagrams are not enough, though. The materials used to draw and decorate the circles are crucial to communicating their information to the summoned creatures. 500 sp worth of materials is required to invest in a circle for every +1 bonus to the caster's Domination roll, and this is consumed with every casting.

ABSTRACT FORMS

1. Collective Unconscious Desire for Suicide

The biological instinct to survive and the intrinsic arrogant assumption of importance in all self-aware beings merely delude the mind about the ultimate truth about the universe: It hates you because you exist and it wants you to die, and sooner or later it will kill you and you will turn to dust. Yet deep below conscious thought, the self knows this to be true and longs to satisfy the universe's desires. The sum of this desire in all beings has become independently sentient in another realm, and with the casting of this spell the membrane between worlds is sundered and the submerged living thought fights to become an active idea.

Everyone that the caster is aware of in the immediate area (including the caster) must make a saving throw versus Magic every Round. If they fail, instead of their desired action (even if it was no action at all) they will attempt to harm themselves in the most severe manner possible. If there is a convenient cliff or spiked pit, a character will fling himself over the edge. If he possesses poison, he will drink it. If nothing obvious is available, a character will attack himself with his weapons, doing 1d6 damage each Round with no roll needed to hit. Those with no other options will simply slam their heads into the wall or floor, doing 1d2 damage each Round. Only when *all* affected characters successfully save in a Round and/or are unconscious or completely incapacitated will the effect pass.

2. Disruption of the Universal Order

All of reality is structured by laws and rules which allow it to function, all administered by a petty tyrant, but a disruption of the normal flow of time and causality changed this, putting a new petty tyrant in charge in a way that threatens the cohesion of creation. The Referee must randomly select one player in the group and hand over all adventure materials to that player, who is now the Referee of the group. The previous Referee must then create a brand new, 0xp character. The new Referee must continue the current adventure being played and run it impartially. If the ex-Referee is able to level up his character by the end of the adventure, then everything returns to normal. If he does not, the temporary Referee's character gains a level, and a different random player becomes Referee and will run the next adventure. The former Referee will regain his seat when either his character levels up or he is randomly selected to be the Referee again. If the ex-Referee's character dies before the end of an adventure, then every character (except for the temporary Referee's) loses one level, and all magic items carried by the party (except for those carried by the temporary Referee's player) permanently lose their enchantment.

3. Fear of a Blackened Planet

When is the end of the world? Tomorrow? Next year? In a thousand years? Today? What will cause it? Will pestilence scrape every last living thing from the planet? Will it be the Last Judgment of the creator? A magical blasphemy of great power? Will the almighty sun burn off our water and air in a thousand thousand thousand years' time? Everyone knows that nothing lasts forever, but who knows when and how the end will come? Our reality is governed by physical laws mutable only by magic and divine will. Yet other realities are different. In some of those, imagination and thought create reality.

The combined sum of mankind's apocalyptic fears will stream through the portal between worlds, infecting all living creatures within 240'. Every such creature must make a saving throw against Paralyzation or fall into a catatonic state for the next 2d100 weeks. Catatonic characters are conscious, will walk if physically led, but will take no action on their own. They will not defend themselves if attacked, nor will they eat, drink or remove clothing before relieving themselves. Those who succeed their saving throw will begin to hoard survival

materials—food and water, mostly, but also weapons and other gear that would be useful to living alone in the wilderness. All characters will seek to gain and hoard such materials by any means necessary. If they already have some such material to hand and are weaker than others who seek it, they will flee. Animals will be slain for food and fur, as will rivals for their precious resources. When no rivals are nearby, a character will take his supplies and go as far into the wilderness as possible to avoid other scroungers. Characters can make a saving throw versus Magic after every damaging blow they strike against another of the same race to shrug off the effects, or if alone can make a saving throw weekly.

4. Imaginary Equation, Incorrect yet True

Make have is the to and of them meaning numbers power order no sufficient no. $1 \neq 1$. a = b, b = c, c > a. $0 > \infty$. f ≠ f. a + a = a. $(x + 1)^2 = x$. To act player must roll dice not his own, multiple dice only multiple owners, roll unimportant just pile of dice with most owners wins. Count sideways, subtract behind. No decision = no action. All actions accompanied by spontaneous spellcasting of 1d4 level random spell. Random targets, in hindsight calculated. Clerics retain faculties, keeps time slipping, must kill the stalwart stabilitist to stabilize. Kill until it is dead. First to next sleep dies as brain flees.

5. Lament of a Mother for her Dead Child

In a world where the religious consider it their duty to slay those that have slightly different beliefs, in a world where plague and disease are commonplace and skilled medical care is rare, in a world where rulers believe that they have true dominion over their subjects by birthright, in a world where eldritch scholars crack the shell between worlds to summon unknown things to do their bidding, it is sometimes difficult to remember that life indeed has value. If you ever need be reminded of this, ask a mother who has had to bury her son.

Piercing the cosmic reservoir where the sum of this feeling has collected will fill all in the area with an acute sense of guilt and disgust concerning violence and conflict. Everyone involved will lay down their arms and cease hostility. None of those present can ever take any action which will result in harming any of the others present. A successful saving throw versus Magic must be made if an affected character wants to take an offensive action against anyone else, even if that person is himself being violent. However, these restrictions only apply to those of the same race as the character in question.

6. Lust of a Betrayed Lover

Thoughts are not formless things. Every thought we have, every impulse we feel, is a creature from another realm leaking through the fabric of existence. Our personalities, our philosophies, are formed by the coincidence of which of these entities we are more attuned to at the random periods when we are most impressionable. Our proclivity for individuality and need for personalities to make that happen enrages Those From Beyond. It steals parts of them and their realms, it fills their existence with the feedback of thoughts and contemplations which in their world were never meant to be intertwined, without the context, without the knowledge of temporal cause-and-effect—time does not move there as it does here. Imagine every moment of an intense love affair turned bad, from the first meeting to the last bitter parting, separated and then experienced in random order. And then some foolish mage meddling with forces that he neither understands nor can control, pulls that collection of moments into our world. People are going to die.

All characters within the local area (to be determined by the situation) roll 1d6. Those that roll a 1 are at fault for the situation. All characters not at fault will become allies in the drive to hunt down, subdue, and mutilate the genitals of all who are at fault. After this is done, all who are not at fault must make a saving throw versus Magic. Those who fail will seek to kill the parties at fault, and all who stand in their way of doing so. The effect ends only when all of the characters at fault have been dealt with, although they will not be hostile with any of the characters present who are not at fault , even if they were hostile or longtime enemies before *Summon* was cast.

If nobody is at fault, then things will get ugly. All characters become obsessed and fixated on one random other character in the vicinity, and will attempt to have sex with that character—at any cost. The character will first attempt to subdue the subject of his obsession, to unconscious if he can or death if he must, before having his way. Male-female pairings will result in conception, and 10% of male-male pairings will as well. The offspring will be an otherworldly creature—use these *Summon* charts to determine exactly what, assuming a 1 HD creature—which will do 1d10 damage to a woman carrying it as it is born, 2d10 to a man. The effect ends for a character when his lust is sated.

7. Memories of Pre-Conception

Do you remember anything from before you were born? What about before you were conceived? Is your essence simply a result of biological forces which go into motion as your father's sperm penetrates your mother's egg? Or is that intrusion itself a cosmic event, opening a gateway and trapping a free spirit into a mortal form? What were you before you were you? You were nothing really; nothing important or else you would not have been weak enough to be trapped in a physical shell. You were a minor element of a greater reality, but without the gracious ignorance of insignificance that mortality grants a being. You had no self, no will, while at the same time being able to feel. These memories stream through the existential wall, reminding everyone just who they really are. Or perhaps it is a lie as certain parties take advantage of a person's inability to conceptualize nonexistence.

Everyone present needs to roll 1d20, Wisdom modifiers apply. If there is a tie for the highest-roll, those tied will fight to determine the true high roller. The highest rolling character has been infiltrated by a (slightly) greater entity which sees an opportunity to rule. This character retains all intelligence, while all other characters are reduced to an effectively mindless state while still retaining all physical and class abilities. They will obey all orders given to them by the leader character and completely disregard all features of the material world unless explicitly instructed to interact with them. The effects will last for as many weeks as the difference between the character's d20 roll and the leader's d20 roll. When all followers are free of the influence, the leader character will return to normal as well.

8. Regret for Unchosen Possibilities

Every decision you make, even one so inconsequential as which side of a piece of toast to first bite into, splits the time-line. As you continue making decisions, alternate versions of you have made different decisions and their lives play out differently as a result. An infinite number of time-lines have been created by each and every person and creature that exists. And this result brings the knowledge of all those alternate timelines crashing into the brains of all present. While there will be momentary relief at the confirmation of most decisions bringing about a better life than what might have been, there will be hundreds, thousands, even millions of alternate timelines which resulted in greater success and greater glory. The negative consequences of choosing the life being led will be made plain.

This will result in every character present losing all confidence in themselves and second-guessing every action that they are going to take. The resulting failures only further degrade their confidence. Every character nearby gains a –1 penalty to every roll he has to make. Every time a roll is failed, the penalty increases one point for the individual character who failed the roll. Succeeding in a roll does not break the penalty, just prevents it from advancing. Only by making a perfect roll (before modifiers) on a single die no smaller than a d10, for example, rolling 10 on a d10, 12 on a d12, and 20 on a d20, will the character regain enough confidence such that all penalties end.

9. Space Between the Ticks of a Clock

All of the time between counted time exists... somewhere. Here it comes crashing through like a wave, disrupting local time. The Referee rolls 1d10, and every character within 120' of the caster needs a d10 rolled for them as well. Begin counting down from 10 as if this is Initiative for a combat Round, but only the characters that rolled 10 get to act (if more than one character rolled the same number, run

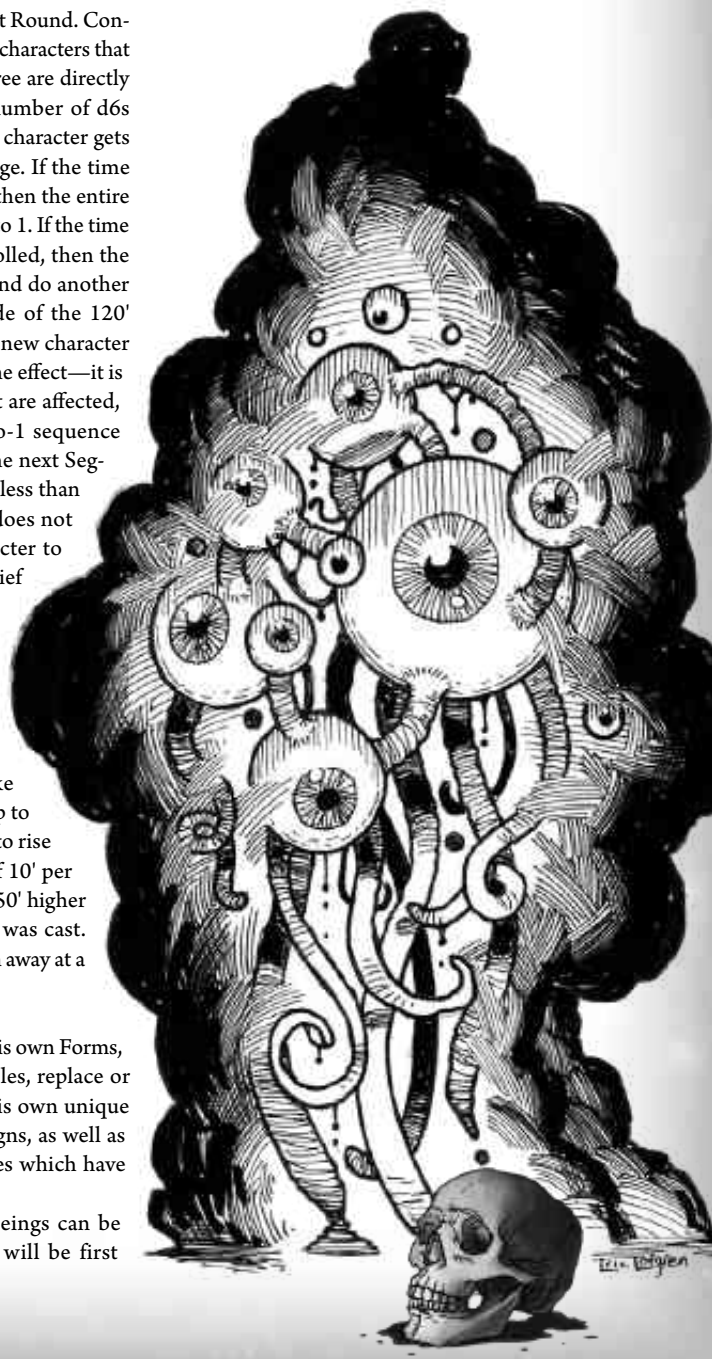
this as a regular combat Round with Initiative with only those that rolled 10 involved). For the next Segment (say, 9), all of the characters who rolled that number and all the characters that had rolled a higher number have a normal combat Round. Continue the countdown down to 1. The characters that rolled the same number as the Referee are directly attacked by the lost time—roll a number of d6s equal to the Segment number (each character gets a separate roll) and add it to their age. If the time gets to attack at least one character, then the entire effect ends after the countdown gets to 1. If the time attacks on a Segment that no one rolled, then the Referee must roll another d10 roll and do another iteration. Note that moving outside of the 120' area does not end the effect nor is a new character entering the 120' area caught up in the effect—it is the characters in the initial area that are affected, not the area itself. The entire 10-to-1 sequence (or sequences) takes place before the next Segment of regularly rolled Initiative—less than a second. As long as the sequence does not end, it is quite possible for a character to move around and cause great mischief to those not similarly affected.

10. World Under Water

Instead of summoning a creature, a portal was opened to a dimension of infinite liquid. Whether this liquid is something mundane like water or something more exotic is up to the Referee. The sea level will begin to rise immediately, worldwide, at a rate of 10' per Turn until the water reaches a level 50' higher than the caster was when the spell was cast. Once it reaches this level, it will drain away at a rate of 1d10 feet per day.

The Referee is of course free to add his own Forms, Appendages, and Powers to the tables, replace or remove certain powers, or devise his own unique tables to suit his individual campaigns, as well as invent specific Thaumaturgic Circles which have more specific effects.

Summon spells to call specific beings can be researched (or discovered). They will be first level spells but must be researched as if they were a level equal to the summoned creature's Hit Dice + Number of Powers.



SYMBOL

Magic-User Level 8
Duration: Permanent until Triggered
Range: Touch
This spell allows the caster to scribe a potent rune of power upon a surface. There are eight different *Symbols*, each with a different effect. *Symbols* are triggered by being read, touched, or if a creature passes through a door with a S*ymbol* inscribed on it. The only way a *Symbol* can be identified is by reading it, which triggers the effects. The kinds of S*ymbols* the caster can inscribe are detailed below.

SYMBOL OF CONFLICT
When triggered, all creatures within 60' will argue for 5d4 Rounds. Any beings of differing alignment may (50% chance) fight for 2d4 Rounds.

SYMBOL OF DEATH
When triggered, a *Symbol of Death* slays one or more creatures within 60' whose total Hit Points do not exceed 80.

SYMBOL OF DESPAIR
Any beings within 60' must succeed in a saving throw versus Magic, or leave the area in hopelessness. This feeling lasts for 3d4 Turns, during which time the affected creatures will cower, surrender, and otherwise lack enthusiasm. Only 75% of affected creatures will act in a given Round, the remaining creatures will either leave the area or hang around doing nothing.

SYMBOL OF FEAR
All creatures within 60' must succeed in a saving throw versus Magic with a penalty of –4 or suffer from the effects of a *Fear* spell (the reverse of *Remove Fear*).

SYMBOL OF INSANITY
When triggered, a *Symbol of Insanity* causes all creatures within 60' whose total Hit Points do not exceed 120 to become permanently insane (as the confusion spell). This effect can be negated with the spells *Heal* or *Wish*.

SYMBOL OF PAIN
Each creature within 60' suffers wracking pains that impose a –4 penalty on attack rolls and –2 to Dexterity. These effects last for 2d10 Turns.

SYMBOL OF SLEEP
All creatures within 60' of 8 Hit Dice or less fall into a catatonic slumber for 1d12+4 Turns. Unlike with the *Sleep* spell, sleeping creatures cannot be awakened by non-magical means before this time expires.

SYMBOL OF STUNNING
When triggered, a *Symbol of Stunning* causes all creatures within 60' whose total Hit Points do not exceed 160 to become stunned and unable to act for 3d4 Rounds. Any held items will be dropped.

TELEKINESIS

Magic-User Level 5
Duration: 1 Round/level
Range: 120'
By concentrating on nothing else and taking no other actions, the caster can move objects or creatures by concentrating on them. A total of 20 pounds per caster level can be moved 20' per Round. Living beings can also be moved, but they are allowed a saving throw versus Magic to resist being moved by the spell.

TELEPORT

Magic-User Level 5
Duration: Instantaneous
Range: Touch
This spell fixes the caster in one absolutely point in space, and moves creation so that the caster appears to instantly travel an incredible distance. The caster chooses where he wishes to go, which can be as distant as 100 miles per caster level. The caster can bring along objects or creatures, not to exceed 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported can be in contact with one another, with at least one of those creatures in contact with the caster). Unwilling creatures are allowed a saving throw versus Magic to resist, and the caster may

FAMILIARITY	ON TARGET	OFF TARGET	SIMILAR AREA	MISHAP
Very Familiar	1–97	98–99	100	–
Studied Carefully	1–94	95–97	98–99	100
Seen Casually	1–88	89–94	95–96	97–100
Viewed Once	1–76	77–88	89–90	91–100
False Destination	–	–	81–92	93–100

need to make an attack roll to make contact with such a creature. Likewise, a creature's save versus Magic prevents items in its possession from being teleported.

To see how well the teleportation works, after casting the spell, the player must roll 1d100 and consult the *Teleport* table. Refer to the following information for definitions of the terms on the table.

- Familiarity: "Very familiar" is a place where the caster has been very often and feels at home. "Studied carefully" is a place that the caster knows well, either because it can currently be seen, the caster has been there often, or other means (such as scrying) have been used to study the place extensively. "Seen casually" is a place that the caster has seen more than once, but with which he is not very familiar. "Viewed once" is a place that the caster has seen but only the one time.
- "False destination" is a place that does not truly exist, or if the caster is teleporting to an otherwise familiar location that no longer exists or has been so completely altered as to no longer be familiar. When rolling on the "False destination" row, use 1d20+80.
- On Target: The caster appears exactly where desired.
- Off Target: The caster arrives safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly.
- Similar Area: The caster winds up in an area that is visually or thematically similar to the target area. This means that the caster appears in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.
- Mishap: The caster and anyone else teleporting with the caster have gotten "scrambled." Each takes 1d10 points of damage; then rerolls on the chart to see where they wind up. For these rerolls, roll 1d20+80. Each time "Mishap" appears, the characters take more damage and must reroll.

TEMPORAL STASIS

Magic-User Level 9
Duration: Permanent
Range: Touch
The subject is placed into a state of suspended animation. For the character so afflicted, time ceases to flow. The character does not grow older, and his body functions virtually cease. This state persists until the magic is removed (such as with *Dispel Magic* spell). No saving throw is permitted.

TIME STOP

Magic-User Level 9
Duration: See Below
Range: 0
This spell brings all of creation (and anti-creation) to a complete halt, while allowing the caster the freedom to act in this inert universe. Because existence wants to be active, this spell cannot last long. The caster can take 1d4+2 Rounds worth of actions (the exact amount rolled by the Referee in secret) instantly, as the caster acts within the folds of adjacent moments.

TONGUES*

Cleric Level 6
Duration: Permanent
Range: 0

This spell allows the Cleric to communicate with one specific being. This does not give the Cleric the ability to speak different languages, nor does it give the other being the ability to speak any specific language, but the Cleric and this being will understand each other. If for some reason the target of the spell does not wish this communication, it is allowed a saving throw versus Magic to avoid the spell's effect.

The reverse of this spell, *Babble*, curses one victim to never again understand or be understood by his fellow beings. The Cleric must touch the victim, who receives a saving throw versus Magic to avoid the spell's effect.

TRANSMUTE ROCK TO MUD*

Magic-User Level 5
Duration: Permanent
Range: 120'

This spell turns 3,000 square feet of rock 10' deep into mud for 3d6 days. Any beings passing through the mud have their movement reduced by 90%. *Transmute Mud to Rock* (the reverse of *Transmute Rock to Mud*) changes an equal volume of mud described above into rock. This alteration is permanent unless the reverse spell is cast on the altered mud or rock.

TRAP THE SOUL

Magic-User Level 8
Duration: Permanent
Range: 10'

Trap the Soul forces a creature's life force (and material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, allowing the material body to reform. Before the actual casting of *Trap the Soul*, the caster must procure a gem of at least 1,000 sp value for every Hit Die possessed by the creature to be trapped. The spell can be triggered in one of two ways.

¶ Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if one were casting a regular spell at the subject. This allows the victim a saving throw versus Magic to avoid the effect. If the save is successful, the gem shatters.

¶ Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enchanted. A sympathy spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, his life force is automatically transferred to the gem without the benefit of a saving throw.

TRUE SEEING*

Cleric Level 5
Duration: 1 Round/level
Range: Touch

The caster confers on a subject the ability to ignore all of the lies told to us by our natural eyes and to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. *False Seeing*, (the reverse of *True Seeing*), makes objects, characters, and monsters appear as their "opposite." The ugly appears beautiful, the valuable appears worthless, and so on.

TURN UNDEAD

Cleric Level 1
Duration: 1d4+2 Turns
Range: 120'

One true measure of divine power is the command over life and death. In particular, power over the walking dead. They are abominations, a crime against creation. One of a Cleric's first duties is to ensure that the dead shall dead remain. And so they have the power to first ward against, and later outright destroy, these creations.

When the spell is cast, the Cleric's player rolls 2d6. The Referee will then reference the result on the *Turn Undead* table on the previous page.

If the roll is less than the listed number, then the undead are seemingly unaffected (but see below).

CLERIC	UNDEAD HIT DICE														
LEVEL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	7	9	11	12	–	–	–	–	–	–	–	–	–	–	–
2	5	7	9	11	12	–	–	–	–	–	–	–	–	–	–
3	3	5	7	9	11	12	–	–	–	–	–	–	–	–	–
4	T	3	5	7	9	11	12	–	–	–	–	–	–	–	–
5	T	T	3	5	7	9	11	12	–	–	–	–	–	–	–
6	T	T	T	3	5	7	9	11	12	–	–	–	–	–	–
7	T*	T	T	T	3	5	7	9	11	12	–	–	–	–	–
8	T*	T*	T	T	T	3	5	7	9	11	12	–	–	–	–
9	T*	T*	T*	T	T	T	3	5	7	9	11	12	–	–	–
10	D	T*	T*	T*	T	T	T	3	5	7	9	11	12	–	–
11	D	D	T*	T*	T*	T	T	T	3	5	7	9	11	12	–
12	D	D	D	T*	T*	T*	T	T	3	5	7	9	11	12	–
13	D*	D	D	D	T*	T*	T*	T	T	3	5	7	9	11	12
14	D*	D*	D	D	D	T*	T*	T*	T	T	3	5	7	9	11
15	D*	D*	D*	D	D	D	T*	T*	T	T	T	3	5	7	9

If the roll is greater than, or equal to, the listed number, then undead totaling no more than 1d6 + the level of the casting Cleric in Hit Dice, will flee to the best of their ability for the duration of the spell. Surplus Hit Dice are lost (so if the Cleric is turning four creatures of two Hit Dice each, and the roll is a 7, then only three are turned). If there are undead of multiple Hit Dice values, only one roll is made, and the roll is applied to all types. Lower Hit Dice undead are always turned before greater Hit Dice undead.

- A "T" signifies that no roll is necessary; the undead are automatically turned.
- A "D" signifies that the power of the Cleric is so great that the undead are instantly destroyed, rather than turned. Alternately, a Cleric can instead choose to command the undead, and in this case they become the Cleric's loyal slaves until destroyed. Note that intelligent undead creatures are allowed a saving throw versus Magic to avoid a "D" result; if successful, the creature is simply turned.
- A "–" signifies that a Cleric of that level cannot turn an undead creature of that many Hit Dice.
- An asterisk denotes that twice the usual number of undead are turned.

If the turning was successful and there are still unturned undead remaining, the Cleric can roll to turn additional undead every Round until he fails a turning roll or the spell ends.

Regardless of the result, as long as the Cleric is concentrating (neither movement nor fighting nor other spellcasting allowed) and holding his holy symbol before him, undead creatures cannot approach within ten feet of him, and if already within that distance, will back away.

Attacking or approaching a turned undead creature will negate the effects of the spell and allow the creature to act freely.

UNSEEN SERVANT

Magic-User Level 1
Duration: 6 Turns +1 Turn/level
Range: 0

An *Unseen Servant* is an invisible, mindless, shapeless force that performs simple tasks at the caster's command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. It can open only normal doors, drawers, lids, and the like. It can lift 20 pounds or drag 40 pounds. The *Servant* cannot attack in any way, and it cannot be killed because it is a magical force, not a living thing.

VANISH

Magic-User Level 7
Duration: Permanent
Range: Touch

By casting this spell, a Magic-User can teleport an object as per the spell *Teleport*, or even banish the object to the spirit plane, in which case the object is replaced in the material plane with small stone that matches the object's shape. A total of 50 pounds per level, not to exceed a volume of 3' cubed per level, can be caused to vanish in this manner. If the spell *Dispel Magic* is cast upon the stone item that replaced the object of the *Vanish* spell, it might bring back the original item.

VEIL

Magic-User Level 6
Duration: 1 Turn/level
Range: 10'/level

The caster instantly changes the appearance of a 20' square area, including creatures in it if desired. The illusion is maintained for the spell's duration. The caster can make the subjects appear to appear as anything he that he wants them to. They look, feel, and smell just like the creatures the spell makes them resemble, or the area looks, feels and smells like a different area as desired. Affected creatures resume their normal appearances if slain. This spell can also be used to mimic the effects of *Hallucinatory Terrain*, but the illusion does hold up even under physical inspection. The spell *True Seeing* or similar magical effects will reveal the illusion for what it is.

VISION

Magic-User Level 7
Duration: Instantaneous
Range: 0

This spell calls upon the greater Powers of the universe to impart knowledge unto the caster. The caster must have a specific question in mind when casting, and if the spell is successful, the caster falls into a hallucinogenic daze as the information floods his mind.

To determine the results of the spell, roll on the table. Bonuses to the roll are given for the sacrifice of valuable items (+1 per 1,000 sp value of a single item) and the sacrifice of intelligent beings (+1 per level or Hit Dice of the sacrifice; does not have to be a single being). A roll of 1 can never be adjusted to greater than 2.

ROLL	RESULT
1	The request offends the Power, and the Magic-User is disintegrated
2	Failure: caster is affected by a *Geas* to do the bidding of the Power consulted
3–5	No information gained
6–10	Ambiguous: only partial information or periphery information is imparted
11–20	Success: the vision is accurate and detailed

WALL OF FIRE

Magic-User Level 4
Duration: 1 Round/level
Range: 80' or 0

This spell calls up a blazing inferno of flame in the shape of a wall. One side of the conflagration emits the searing heat that one would expect, but the other side merely emits a gentle warmth. Passing through the flames inflicts 2d6 damage. Creatures as far as ten feet from the hot side of the wall suffer 1d6 points of damage. Undead creatures suffer worse, taking twice the ordinary damage that the wall would inflict. The wall persists for as long as the caster concentrates upon it, or, if concentration is not maintained, will remain for 1 Round per caster level. The caster can evoke a wall of fire in one of two shapes, a wall or a ring. The size of a straight wall is up to 20' square per caster level. A

ring has a radius of up to five feet per caster level (with the caster in the center) and is 20' high. If the caster manifests the spell as a wall, the effect is stationary. The ring-shaped wall moves with the caster.

WALL OF FOG

Magic-User Level 2
Duration: 5 Rounds +1 Round/level
Range: 30'
The caster of this spell creates an opaque, fog-like vapor in a 20' cube area per caster level. All beings caught within the vapor cannot see beyond 2'. Strong winds of natural or magical origin can dissipate the *Wall of Fog* before its duration has expired.

WALL OF FORCE

Magic-User Level 5
Duration: 1 Turn
Range: 30'
This spell creates an airtight invisible wall of able to resist most attacks. The wall cannot move after the spell is cast, and it is immune to damage of all kinds, including most spells. Even *Dispel Magic* will not bring the wall down, but *Disintegrate* immediately destroys it. Breath weapons, spells, mêlée and missile attacks, electrical attacks, and thermal attacks cannot pass through the wall in either direction, and of course physical movement is likewise curtailed. The caster can form the wall into any shape which has an area up to one 20' square per level of the caster.

WALL OF ICE

Magic-User Level 4
Duration: 12 Turns
Range: 120'
An immobile, translucent, wall of ice springs into existence for the duration of the spell. The wall can be as large as 1,200 square feet, and can be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of ice is impenetrable to monsters with less than 4 Hit Dice. Monsters with more than 4 Hit Dice suffer 1d6 points of damage when they break through the wall. The wall deals double damage to creatures that use fire or are accustomed to hot conditions. The wall cannot be evoked so that it appears where objects are, and it must rest on a solid surface.

WALL OF IRON

Magic-User Level 5
Duration: Permanent
Range: 120'
With this spell the caster can cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane. If not supported, the wall has a 50% chance of falling in either direction, smashing any creatures under it. A wall of iron is ¼" thick per caster level. Total area can be 15' square per caster level, and the area can be doubled if the thickness is halved. Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

WALL OF STONE

Magic-User Level 5
Duration: Permanent
Range: 120'
The caster brings a stone wall into being that can be any form that the caster desires, to a maximum of 1,000 cubic feet. This wall is permanent unless otherwise destroyed or a *Dispel Magic* spell is cast upon it. The wall cannot be evoked so that it occupies the same space as a creature or another object, and it must rest on a solid surface.

WATER BREATHING*

Magic-User Level 3
Duration: 6 Turns/level
Range: Touch
The subject of this spell grows gills in his neck, his skin takes on a scaly texture, and he gains the ability breathe water freely for the duration of the spell. Creatures under the influence of the spell are not granted any additional proficiency at swimming. *Air Breathing* (the reverse of *Water Breathing*) allows sea creatures to breathe air, but unless they already possess a means to move around on land, it does not grant them the ability to do so.

WATER WALK

Cleric Level 3
Duration: 1 Turn/level
Range: Touch
The subject of this spell is granted divine favor, allowing him to walk on water, or any kind of liquid, as if it were dry land. However, liquid is similarly impenetrable to the subject as normal ground, so it would be impossible to reach into a pool of water to grab anything, for example. If the liquid is dangerous (lava, acid), the subject is still subject to negative effects of the substance. The subject can end the spell at any time.

WEB

Magic-User Level 2
Duration: 2 Turns/level
Range: 5'/level
This spell causes a large volume of sticky, disgusting strands of goo to shoot forth from the caster's mouth into an area approximately 20 feet square. Creatures caught within the web become entangled among the gluey fibers. Entangled creatures cannot move, but can break loose depending on their Strength. Any being with Strength in a human range can break free of the webs in 2d4 Turns. Creatures of higher Strength or magically augmented Strength above 18 can break free in 4 Rounds. Creatures larger than ogre size can rip through the web at will. The strands of a *Web* spell are flammable. All creatures within flaming webs take 1d6 points of fire damage from the flames for 2 Rounds. After this time, all surviving creatures are free of the webs.

WEIRD VORTEX

Magic-User 6
Duration: See Below
Range: 120'
As this spell is cast, a great storm of light whips around the target and produces a random effect. Roll a 1d20 and consult the following table:

1. A 30' radius fog appears around the target for 1d4+2 Rounds. All plant material within the fog dies instantly, and all living beings within it take 1d4 damage per Round.
2. The lightstorm electrifies, frying the target for 1d6 damage per caster level. Everyone within 20' is also struck by lightning bolts for half the number of dice of damage as the main target. All victims suffer half damage if they make a saving throw versus Breath Weapon.
3. The target ages 2d20 years, save versus Magic for half effect.
4. The target's mind is melded with the mind of a Magic-User level 1d10+4, with a full load of (randomly determined) spells. The target can cast any of these spells, but cannot re-memorize them; when they are gone, they are gone.
5. The target begins dancing uncontrollably for 2d6 Rounds, during which time he can take no other action but the dancing. The target will automatically fail any saving throws during this time.
6. A duplicate of the target appears, with the same current Hit Points (and spells, if any) and equipment and will fight the target to the death.
7. The subject becomes immaterial, invisible, and silent to all but the caster. Forever. Or until dispelled.
8. A duplicate of the target appears, with the same current Hit Points (and spells, if any) and equipment. The duplicate will be of the same mind and attitudes as the original, and a fast and firm ally.
9. The target is infected with a Poverty Curse. He must divest himself of all wealth (including luxury or magical items) within 6 Turns or die. If he ever comes in contact with any of his discarded wealth, he will die instantly.

10. A fleshy umbilical cord forms attaching the caster and target. Their Hit Points are then added together to form a common pool; when one dies so does the other. Only a *Remove Curse* can dissolve the cord and give each character their proper individuality back.
11. The target develops explosive blood. When struck in mêlée, the target's attackers suffer 1d4 damage for every point of damage they inflict. This lasts until the target has suffered in total the same amount of Hit Points as he had when this spell was cast on him.
12. The target gains 2d100 temporary Hit Points, but will never succeed at a saving throw until the temporary Hit Points are lost.
13. The target becomes hyper-evolved, suffering a –2 penalty to his Constitution, Dexterity, and Strength modifiers, and gains a +4 adjustment to his Intelligence modifier and a +2 bonus to his Wisdom modifier.
14. The target de-evolves, suffering a –2 penalty to his Charisma, Intelligence, and Wisdom modifiers, and gains a +3 adjustment to his Constitution modifier, a +1 bonus to his Dexterity modifier, and a +2 bonus to his Strength modifier.
15. Food becomes poisonous to the target; only by consuming 10 gold pieces every day can he sustain himself.
16. Two vials appear, one red, one blue, halfway between the caster and target. If both the caster and target toast, one dies (no save), the other gains a level. Which character gets which result is entirely random.
17. The caster comes under the total mental domination of the target.
18. The target's skin becomes as hard as stone. He gains AC 22 and 3d6 extra Hit Points. When the extra Hit Points are used up (these extra Hit Points, as all other "extra" Hit Points, cannot be healed), the stone covering falls off.
19. A 10 Hit Dice extra-dimensional creature materializes between the caster and target. It will serve as a staunch to one of them and an enemy to the other, 50%/50% chance for each.
20. A 10 Hit Dice extra-dimensional creature materializes between the caster and the target. It is in fact an illusion, as per *Phantasmal Supergoria*, but not under anyone's control, and nobody realizes initially that it is but an illusion. It is on one side or the other, 50%/50% chance for each.

WITCHLAMP AURA

Magic-User Level 7
Duration: 1 Round/level
Range: 0

When the *Aura* is in effect, any magic cast upon or including the caster in its area of effect is affected in the following ways:

Aimed spells targeted at the caster (like *Magic Missile*) will be deflected. Roll 1d6; on 1–2, the magic is reflected back at the offending caster. Otherwise, it is deflected at a random target.

Magical attacks delivered by touch are always reflected back on the attacker.

Area effect magic is altered as follows (roll 1d10):

ROLL	EFFECT
1–2	Area of effect is doubled and damage is halved (if applicable)
3–4	Target point of the spell can be re-determined by the protected Magic-User
5	Complete nullification of the incoming spell
6	The incoming spell is unaffected
7–8	Spell is randomly targeted
9–10	Area of effect is halved and damage is doubled (if applicable)

WIZARD EYE

Magic-User Level 4
Duration: 1 Turn/level
Range: 0

The caster creates an invisible magical sensor that sends visual information, and can see with 60' dark vision. The arcane eye travels up to 120' each Turn. The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter.

WIZARD LOCK

Magic-User Level 2
Duration: Permanent
Range: Touch

Some doors are never meant to be opened. This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A *Knock* spell or *Dispel Magic* spell can negate a *Wizard Lock* spell, but the *Wizard Lock* will take effect when a portal opened with a *Knock* is closed again.

WORD OF RECALL

Cleric Level 6
Duration: Instantaneous
Range: 0

The casting of this spell summons the very essence of his deity to protect him, and this divine force removes the caster from his current location and delivers him instantly to his sanctuary. The caster must designate the sanctuary when preparing the spell, and it must be a very familiar place. Any distance can be traveled with no chance of error. In addition to himself, the caster can transport an additional 25 pounds per level of experience.

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Glossary

ABILITY SCORES The basic characteristics that define a character. They are Charisma, Constitution, Dexterity, Intelligence, Strength, and Wisdom.

AC, ARMOR Armor Class, a value that represents how difficult a character is to damage in combat, representing a combination of actual armor and the ability to dodge blows.

ADVENTURE Any self-contained smaller portion of a larger *campaign,* or alternately, an overall term for the happenings during any particular session whether part of a larger campaign or not.

ALIGNMENT Lawful, Chaotic, or Neutral; a description of which (if any) cosmic power claims the character's allegiance. Generally only used to determine the effects of some spells.

CAMPAIGN The sum total of all sessions and adventures within a milieu, as well as out-of-game preparation and organization for that milieu done by a *Referee.*

CHA A common abbreviation for Charisma.

CLASS The basic character type that defines a character's abilities.

CON A common abbreviation for Constitution.

CP Copper Piece(s), the smallest unit of money.

D# (d4, d6, d8, d10, d12, d20, d30, d%) The various dice used to play LotFP, based on how many sides those dice have.

DAMAGE A measure of how effective an attack is. Also, the difference between a character's current and maximum *Hit Points.*

DEMI-HUMAN Dwarfs, elves, and halflings; the usually friendly human-like races.

DEX A common abbreviation for Dexterity.

DUNGEON A generic term for any contained adventuring area, especially one where movement, exit, or access to outside resources is restricted, as in a maze. Most often, but not necessarily, underground.

DURATION The length of game time a particular effect lasts, usually concerning light sources or spells.

ENCOUNTER Any (potential) confrontation between player characters and *NPCs* or monsters.

ENCUMBRANCE A measure of how much equipment a character is carrying and how much it slows him down.

EXPERIENCE POINTS A measure for determining a character's advancement; the game's "score." Also known as *XP.*

GP Gold Piece(s), the most valuable unit of money.

HD *Hit Dice.*

HIT DICE The measure of how powerful a non-human creature is; also, the number of d8s used to determine their *Hit Points.*

HIT POINTS A measure of how much damage a character or creature can withstand before dying or being knocked out.

HP *Hit Points.*

INITIATIVE The process of determining who acts first in combat.

INT A common abbreviation for Intelligence.

LEVEL A—The measure of a character's power, B—The measure of a spell's power, C—The relative depth and/or difficulty of areas within a dungeon.

MÊLÉE Any hand-to-hand combat, with arms or not. Non-mêlée combat is called Ranged combat.

MORALE A score for *NPCs* representing their bravery in battle, and for Retainers their willingness to put themselves in danger on behalf of their patron.

NPC Non Player Character, any character or creature in the game played by the *Referee* instead of one of the *Players.*

PARTY The Player Characters and any *Retainers* they have.

PC Player Character, any character being played by a *Player.*

PLAYER All real-life participants in a game who are not the *Referee.*

REFEREE The real-life participant who runs the campaign, presents the adventure, and administers the rules.

RETAINER Any follower or employee of a character.

ROUND Six seconds of time in-game, and the basic division of time during combat.

SAVING THROW A roll granted to characters in certain situations to avoid or mitigate a negative result such as the effects of a spell.

SEGMENT One-second measures of time within a mêlée round, when a character actually acts.

SESSION A single gathering of *Players* and *Referee* to play the game.

SHP Ship Hit Points.

SP Silver Piece(s), the standard unit of money in the game. More valuable than copper, but less valuable than gold.

STR A common abbreviation for Strength.

TURN 10 minutes of in-game time.

TURN UNDEAD A common Cleric spell that forces the living dead to flee.

WIS A common abbreviation for Wisdom.

XP See *Experience Points.*

Firearms

	COST			RANGE		
FIREARM	**CITY**	**RURAL**	**DAMAGE**	**SHORT**	**MEDIUM***	**LONG***
Pistol	25 sp	50 sp	1d8	< 25'	< 50'	< 100'
Arquebus	30 sp	50 sp	1d8	< 50'	< 100'	< 600'
Musket	40 sp	80 sp	1d8	< 50'	< 100'	< 600'

* Targets at Medium range are –4 to hit, –8 to hit at Long range. Rifled barrels halve the range penalties, but cost twice as much.

	COST		
MISC. EQUIPMENT	**CITY**	**RURAL**	**NOTES**
12 Apostles	5 sp	8 sp	Bandolier with 12 shots worth of powder in pre-measured containers
Artillery	250 sp*	–	
Fire Bomb	5 sp	7 sp	1d4 damage, ignites flammables; misfire blows up
Gunpowder	3cp	5cp	One shot of powder
Gunpowder, Barrel	150 sp	-	2500 shots of powder
Match Cord	*1 sp*	*1 sp*	*Per meter of cord; cord burns 10 cm/turn*
Powder Horn	1 sp	1 sp	Holds 50 shots of powder
Scattershot	1 sp	1 sp	Ranges halved, no armor cancellation, 45° area effect doing 1d6 damage, save versus Breath Weapon for half damage
Shot Bag	2 sp	2 sp	Bag of 100 round shot

* Per size category.

	COST			
ARMOR	**CITY**	**RURAL**	**ARMOR CLASS**	**NOTES**
Buff Coat	15 sp	30 sp	+1	
Pikeman's Armor	50 sp	100 sp	14	
Tassets	25 sp	50 sp	+1	
Full Armor	1500 sp	–	18	
Helm, Lobster Tail Pot	25 sp	50 sp	+1	+2 to physical damage saving throws
Morion	15 sp	30 sp	+1	+1 to physical damage saving throws
Secrete	5 sp	10 sp	–	+1 to physical damage saving throws

LOTFP WEIRD FANTASY ROLE-PLAYING has, since its last printing, taken a decidedly Early Modern focus in its supplements and adventures. Perhaps the defining element of the Early Modern period, for gaming purposes, is the maturation of firearms and gunpowder technology.

(For the sake of clarity and to frame this in real-world terms, we will say that "The Early Modern Period" covers 1492–1683, from Columbus discovering the New World until the Battle of Vienna. Also keep in mind that these rules are in the appendix for a reason; they are entirely optional. The Referee will rule whether firearms are used in the campaign or not.)

While gunpowder weapons first appeared during the Medieval period, it is in the Early Modern period when firearms technology became safe, effective strategies and tactics utilizing them became perfected, and defenses against them were implemented.

Yet firearms of the day are neither standardized in form nor miraculous in effect. For simplicity's sake, these rules will cover three forms of firearms: Pistols, Arquebuses, and Muskets, and three firing mechanism: Matchlocks, Wheellocks, and Flintlocks.

PISTOLS

Pistols are about the size of a man's forearm. One pistol counts as an item for encumbrance purposes, but two pistols, called a brace, only counts as one item for encumbrance purposes. A pistol requires one hand to fire. Pistols never use the matchlock firing mechanism.

A pistol can be used as a mêlée weapon, inflicting 1d4 points of damage.

ARQUEBUS

Period firearms terminology defied strict definition, but for our purposes here, the arquebus is a handheld long gun which does not require a fork rest in order to fire properly. An arquebus requires two hands to use.

An arquebus can be used as a mêlée weapon. This requires two hands and inflicts 1d6 points of damage.

MUSKET

For our purposes, the musket is a large handheld long gun which requires a fork rest in order to fire; not having the rest levies a –2 penalty to hit. Muskets count as oversized items for encumbrance purposes. Muskets require two hands to use.

A musket can be used as a mêlée weapon. This requires two hands and inflicts 1d6 points of damage.

MATCHLOCK

Matchlocks are considered the default gun type in Weird Fantasy Role-Playing. Other firearm types are considered modifications and upgrades of the matchlock for rules purposes.

The matchlock firing mechanism is a lit match (a long match cord is standard, often lit at both ends) secured in a clamp. When the trigger is pulled, the clamp drops the match into the priming pan, which is filled with a small amount of fine gunpowder. The ignition of this powder travels through a small hole ("touch hole") to ignite the coarser powder in the base of the barrel, firing the gun.

All firearms of this period are muzzle-loaders, which means that the gun is reloaded by jamming the bullet (a round ball), powder, and wadding to secure it all, down the barrel. A ramrod is very often included in the stock below the barrel to aid in this. The powder in the priming pan must also be replaced, which means the match (hopefully still lit!) must be removed from the firing mechanism. Coordinating all of this in an orderly manner which keeps the lit matchcord away from the gunpowder is a 28 step process and takes a great deal of time and attention.

Because the match must be lit before the gun can be fired, matchlock firearms are often only useful when combat is anticipated. A lit match burns 10 cm per turn (from each end it burns!), and the light and smell that the burning match gives off makes stealth impossible.

Matchlocks use the following rules:

- ¶ They take 10 rounds to reload (8 for Fighters), plus the character's Encumbrance value, minus the character's Dexterity modifier. Any round in which the character moves or defends himself (using his regular Armor class when attacked) does not count towards the reload time.*
- ¶ They suffer double the usual range penalties at Medium and Long range (so –4 and –8 to hit, respectively). Dexterity to-hit modifiers do not apply for Medium or Long range targets.
- ¶ They have a 2 in 10 chance of misfiring (meaning that the powder discharges, but the bullet does not fire). A misfire will require three rounds to clear before attempting to fire again.**
- ¶ Damp conditions (most dungeons count as being damp) double the chances of misfiring (which in this case means the powder is too wet to ignite).
- ¶ Wet conditions (rain, etc.) quadruples the chances of misfiring (powder too wet to ignite).
- ¶ Wet cord or powder cannot be used until it dries.
- ¶ They ignore 5 points of Armor at short range (at all ranges for muskets).***
- ¶ The discharge of a firearm causes an immediate Morale check for all enemy characters and creatures with a Morale of 7 or less.

* Given how combats in *Weird Fantasy Role-Playing* are usually small-scale skirmishes, it is probably easier to just say firearms have a rate of fire of once per combat. Early Modern drills were all about making the reloading process as safe and organized as possible within large units in open field warfare, and that is where the rate of fire becomes relevant.

** Note that this misfire roll adds a complication to combat. An easy way to handle it when a player character is targeted by someone wielding a matchlock is to declare that the player controlling the target must roll the misfire die at the time that the attack roll is made. If the player forgets, then there is no chance to misfire, but everyone will have an interest in remembering to make the misfire roll without the attacker needing to worry about it.

*** "Armor" for this purpose is any external protection. Armor bonuses due to Dexterity are not affected. Referees should apply common sense when deciding if a non-human creature's Armor Class is due to speed or the toughness of its hide.

WHEELLOCK

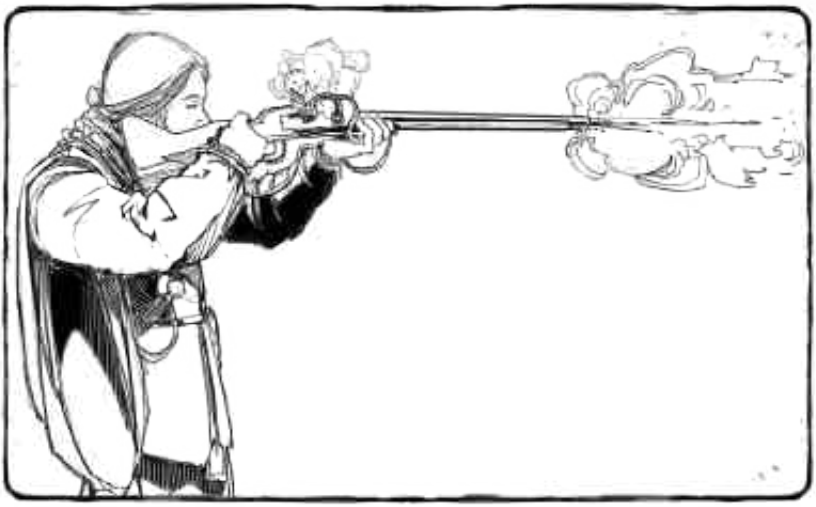
Wheellocks were invented in the real world around 1500. They use an internal mechanism which allows the gun to be ready to fire with no outside source of ignition while also protecting the firing mechanism and priming pan from the elements. Reloading is safer with wheellocks than with matchlocks because the match's flame, necessary to ignite the powder and so discharge the gun, is not present. It is no less complicated because the wheellock's moving parts still need to be reset. Each wheellock mechanism must be handcrafted by a skilled gunsmith, making the cost of equipping rank-and-file troops with this superior technology prohibitive.

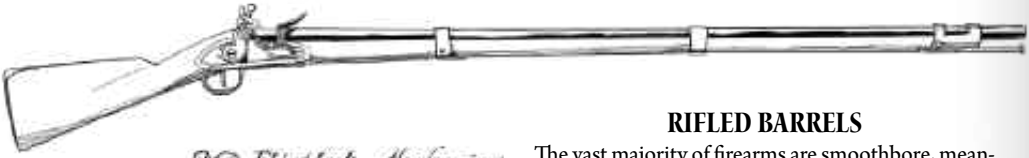
Wheellock modification to the firearms rules:

- ¶ Have no additional misfire chances due to environmental conditions.
- ¶ Increase the base cost of a gun sevenfold.
- ¶ Have a 1 in 4 chance of having the firing mechanism break if used as a club.

FLINTLOCK

Flintlocks were invented around 1610. This basically replaces the lit match with a small piece of flint which, when the trigger is pulled, strikes a piece of steel called the frizzen to cause a spark that ignites the powder in the priming pan, discharging the gun. The benefits of not needing to carry, or reload while holding, a lit match to use firearms are obvious.





Flintlocks did not become widespread until the 1630s and would not dominate the battlefield until the 1660s.

Flintlock modification to the firearms rules:

- ¶ Only a 1 in 10 chance of a misfire (flash in the pan, but the bullet is not fired).
- ¶ Double the base cost of a gun (1.5 × cost after 1630 or your campaign world's equivalent, normal cost after 1660).
- ¶ Halve reload times (Fighters round down, all others round up).

RIFLED BARRELS

The vast majority of firearms are smoothbore, meaning that the inside of the barrels are smooth. This is the primary reason why firearms of the period are so inaccurate at range. Rifling, the addition of spiraling grooves inside the barrel to better guide the bullet and improve accuracy, is an expensive process because it must be done by hand by experienced craftsmen. Rifled guns are slower to load as the same thing that controls a bullet leaving the barrel makes it impossible to quickly jam shot, powder, and wadding down the barrel in the first place.

Rifling:

- ¶ Eliminates the increased range penalties of firearms.
- ¶ Doubles the base cost of a gun.
- ¶ The reloading time of a gun increases 1.5 ×.

NOTE

Cost multipliers are cumulative, so a rifled wheellock musket would cost:

40 sp × 7 × 2 = 560 sp.

ABOUT FIREARMS

Gunpowder weapons were in use in China in the early 1200s, in Europe in the late 1200s. While personal firearms were not standard and ubiquitous until the mid-1500s in Europe, the use of cannon was near-universal by 1400, pre-dating full suits of plate armor. Personal firearms were common on the battlefield by 1450.

One of the difficulties in presenting firearms is that LotFP, the other "clone" systems, and the original games that they are based on do not measure the factors that caused the proliferation of firearms. It is absolutely true that a bow in the hands of a trained archer has a higher rate of fire, greater accuracy over distance, and longer effective range than a pre-19th century firearm has in anyone's hands.

Nevertheless, it is a long, difficult road to becoming a skilled combat archer, and sustained use of a bow throughout a pitched battle is exhausting. It is much easier (and thus much cheaper, in terms of military training) to teach a soldier how to use a gun—just about anyone can become at least a competent musketeer if properly trained—and the mere use of the weapon will not fatigue soldiers. The size of armies increased in some cases five times after the introduction and full integration of firearms into society, mostly due to the greater ease in adequately training soldiers.

Since LotFP and similar games do not track ease of training and combat fatigue at all, encouraging the use of firearms in the game might be difficult. The Referee should keep the following in mind:

If certain player characters want to stick with bows, let them. Generals and military theorists were still promoting the longbow as late as the 1590s since they knew its advantages. Player characters, especially Fighters, are highly skilled iconoclasts completely outside of the military hierarchy who engage in small-scale skirmishes. Thus, why should they not continue to use bows if they see the advantages?

Non-Fighter characters may appreciate the added armor penetration that firearms may provide, especially since in many situations a single round or two of missile fire is merely the prelude to closing in for mêlée combat anyway.

The average 0-level enemy is likely to use a gun, no matter what the player characters do. They will also tend to be unarmored while player characters may still tend to be old-fashioned and thus, all armored up. The gun will counteract the armor, giving these low-level NPCs a small degree of parity in combat that traditionally they have never had, and since they are unarmored, will probably have an easier time fleeing from the player characters as well.

ARMOR

While armor was on the way out by the end of our time period due to the continued improvement of firearms, and mobility became more important than absorbing punishment, it was still very common throughout the period. Medieval armor had fallen out of style; campaigns which use these firearms rules should increase the cost of all armor and shields in the basic equipment lists by 50%.

However, there are four styles of armor specifically used in the Early Modern time period:

BUFF COATS

The buff coat is a yellow leather jacket used for basic protection throughout the 17th century.

The buff coat gives a +1 bonus to Armor Class and counts as a single item for encumbrance purposes.

HELMETS

Musketeers, artillerists, and similar troops were not intended to engage in close combat with the enemy,

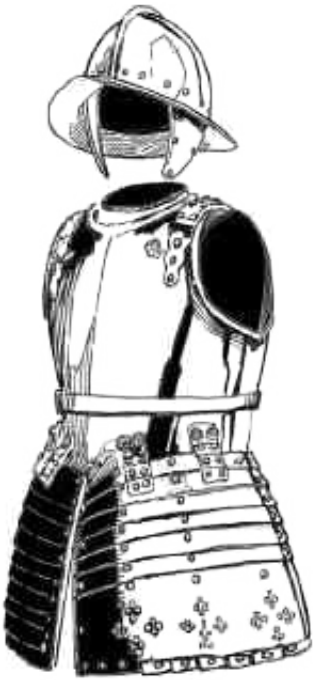
and armor (cheap enough to be mass-produced, anyway) was acknowledged as increasingly futile against gunfire, so it became more and more common for these troops to not wear any armor at all.

Regardless, helmets were effective in protecting against shrapnel and other battlefield dangers, resulting in their use long after body armor was abandoned. Often heavily identified with the conquistadors, although they were common throughout Europe, the morion helmet was most common in the 1500s. In the 1600s a cavalry helmet with neckguard and facemask, known as a capeline or lobster-tail pot, became widely used, as did a steel skullcap which could be worn unseen under a hat (a "secrete").

Lobster tail pots and morions give a +1 bonus to Armor Class, and each kind of helm gives a different bonus to saving throws involving physical damage. Secrete helms are non-encumbering, and other kinds of helms count as one item for encumbrance purposes.

PIKEMAN'S ARMOR

Heavy infantry (which in the Early Modern era was composed mostly of pikemen) and lighter cavalry were still in need of armor that could protect in hand-to-hand combat as well as long-range missile fire. The most common heavy armor of the day consisted of a breast plate, a helmet with some sort of face guard, a gorget to protect the neck, and tassets, pieces of plate that protected the upper leg. As time went on, fewer and fewer pieces of this armor were worn. By the end of the period it was quite common for soldiers who bothered to wear armor to only wear the breast plate.



Pikeman's Armor

Pikeman's armor (just the breast and back plates) gives a base Armor Class of 14, +1 if the tassets are used (the gorget gives no additional bonuses when used with Pikeman's armor or Full Armor, but gives a +1 Armor Class bonus on its own). Pikeman's armor counts as an oversized item for encumbrance purposes, and the tassets count as an additional normal item.

FULL ARMOR

Noblemen, generals, and certain cavalry units (cuirassiers) still wore full plate armor, often finely decorated and including a helm, covering them head to toe. Full Armor cannot be combined with any other armor type listed here (although those feeling like an antiquarian may use a shield).

Full Armor gives a base Armor Class of 18, and counts as two oversized items for encumbrance purposes.

MISCELLANEOUS EQUIPMENT

APOSTLES

Using an "apostle" reduces the time needed to load a firearm by one round. If a character wearing the apostles is hit by a fire attack, he must make a saving throw versus Breath Weapon for each unused apostle; for each failure he takes 1 point of damage as the powder explodes and fragments of the container act as shrapnel.

ARTILLERY

Artillery includes cannon and mortars. It is a field weapon that requires special consideration in transportation and use. Each "size category" of artillery costs 250sp, counts as 25 points for encumbrance purposes (so a horse attempting to pull a cannon is severely encumbered), and takes one barrel of powder to fire. Firing artillery at individual targets is folly, requiring both a natural 20 to hit and even after that, the target is allowed a saving throw versus Breath Weapon to avoid being hit. Fortifications and other large stationary targets merely require a normal to-hit roll. If artillery hits, it does 1d6 Ship Hit Points (or 1d6 × 10 regular Hit Points) of damage per size category. Artillery can only be fired once per turn per size category of the piece.

FIRE BOMB

A fire bomb is a form of projectile used instead of normal shot. It does not penetrate when it hits the target, but rather causes a small fireball to explode upon impact. If a character is carrying this sort of ammunition and is hit by a fire-based attack, he must make a saving throw versus Breath Weapon for each round; for each failure he takes damage as if struck by a fire bomb.

GUNPOWDER BARRELS

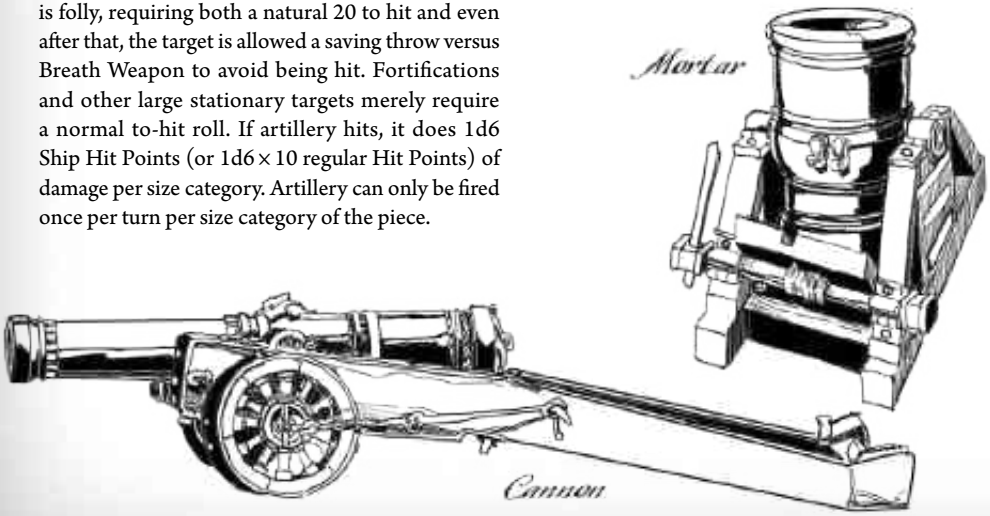
A barrel of gunpowder counts as four oversized items. A barrel that explodes does 5d8 damage to all within 30' (save versus Breath Weapon for half damage).

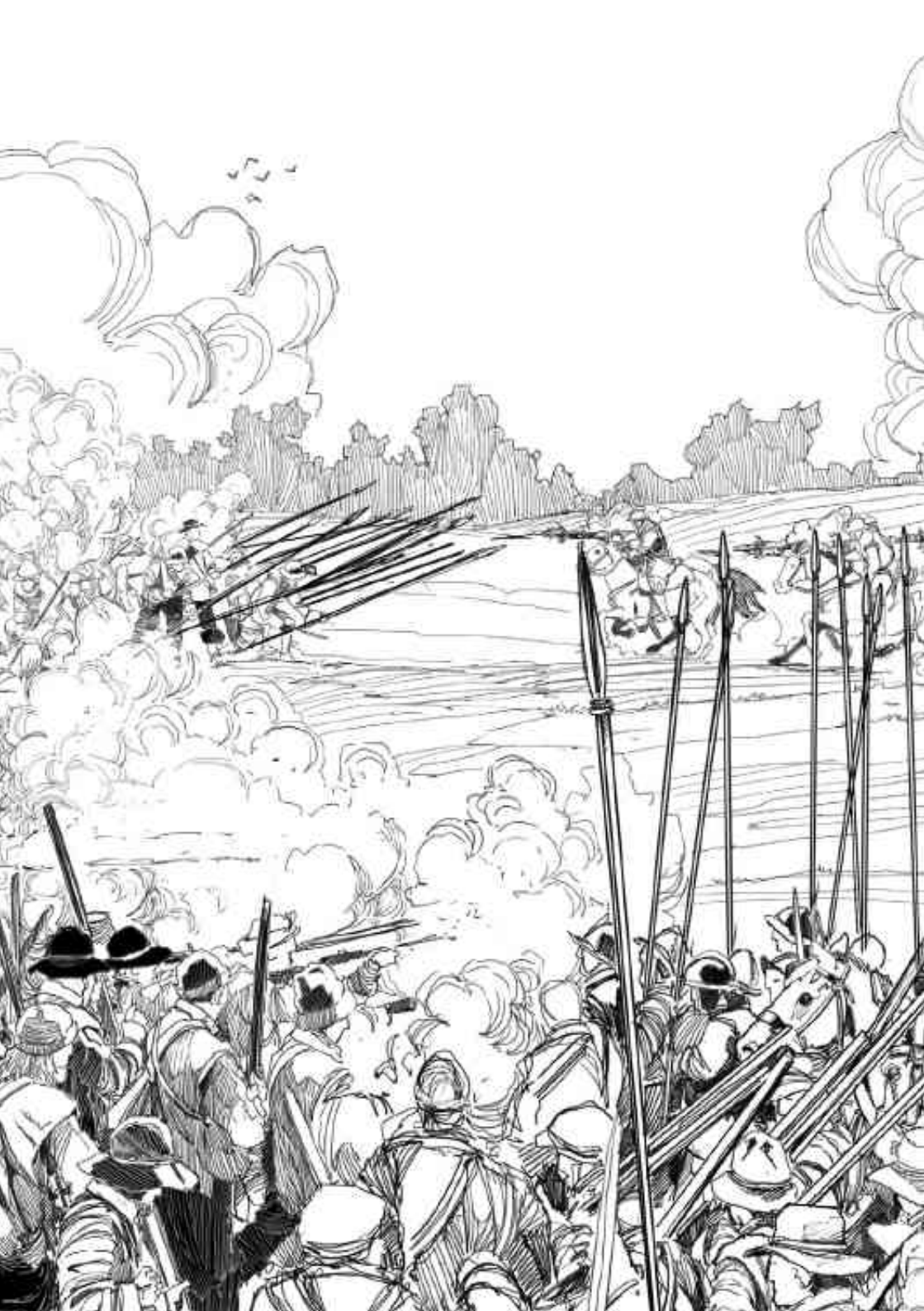
POWDER HORN

A character needs two types of powder in order to load a firearm; one type of powder goes down the muzzle with the wadding and shot, the other is used in the priming pan. If a character with a powder horn is hit by a fire-based attack, he must make a saving throw versus Breath Weapon or take 1d3 damage for every 10 shots (round up) worth of powder remaining in the horn.

SCATTERSHOT AMMUNITION

This is an informal term for using small pellets or rocks or other ammunition that will not fire as a single projectile.





Lamentations of the Flame Princess
Weird Fantasy Role-Playing

Name: _____ Player: _____

Class | Level | Alignment

Age | Sex | Current XP | XP for next Level

Modifiers

Ability Scores

- Charisma — Reaction, Recruitment, PAGE 5
- Constitution — Hit Points, Daily Travel Distance
- Dexterity — AC, Ranged AB, Initiative
- Intelligence — Saves vs Magic Effects, Languages
- Strength — Mêlée AB, Open Doors
- Wisdom — Saves vs Non-Magic Effects

Saving Throws

PAGE 7

Paralyze	Breath Weapon	Magical Device	Magic
Mobility Hazards (Petrification, Hold, Etc.)	Instant Death/KO Situations	Area Effects	Spell-Like Effects from Items	Spells or Innate Abilities

Attack Bonus

Base AB (N) | Mêlée AB (O) | Ranged AB (P) | Surprise Chance (Q)

Max HP

Current HP

Armor Class

- Mêlée (R)
- Ranged (S)
- Without Shield (T)
- Surprised (U)

Combat Options

- V — Standard Attack: AB+0, AC+0
- W — Parry: ○ AC+2 / ○ AC+4
- X — Press: AB+2, AC-4
- Y — Defensive: AB-4, AC+2

Common Activities

- Architecture (A)
- Bushcraft (B)
- Climbing (C)
- Languages (D)
- Open Doors (E)
- Search (F)
- Sleight of Hand (G)
- Sneak Attack (H)
- Stealth (I)
- Tinkering (J)
- (K)

Cast Cleric Spell (L)

Cast Magic User Spell (M)

Weapons

PAGE 27

Name	AB	Damage	Range S	Range M	Range L

Retainers

PAGE 47

Name	Position	Class/Level	HP	Wage	Share

Languages

Not Known

PAGE 37

Encumbrance

PAGE 38

Chain Armor

Plate Armor

6 or more items

11 or more items

16 or more items

21 or more items

oversized items

Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
0-1 Unencumbered	120'	40'	120'	24 miles
2 Lightly Encumbered	90'	30'	90'	18 miles
3 Heavily Encumbered	60'	20'	60	12 miles
4 Severely Encumbered	30'	10'	30	6 miles
5 Overencumbered	0	0	0	0

9		
10	Z	
11		+1 Enc
12		
13		
14		
15		
16		+1 Enc
17		
18		
19		
20		
21		+1 Enc
22		
23		
24		
25		
26		+1 Enc
27		
28		
29		
30		

PAGE 29

Non-Encumbering Equipment

Properties

PAGE 53

Name | Location | Value

Library Value | Laboratory Value

Investments

PAGE 53

Name | Type | Value

The Character Sheet

MOST OF THE INFORMATION on the character sheet is taken straight from this book, and in those cases the page number reference is listed on the sample sheet on the previous page.

Some entries require a bit more interpretation, and those are marked with letters and explained below.

A. Dwarfs begin with 3 in 6 Architecture skill, all others begin with 1 in 6.
B. Halflings begin with 3 in 6 Bushcraft skill, all others begin with 1 in 6.
C. All characters begin with 1 in 6 Climb skill.
D. All characters begin with 1 in 6 Languages skill and then apply their Intelligence modifier.
E. All characters begin with 1 in 6 Open Doors skill and then apply their Strength modifier. This skill is not subject to improvement with Specialist skill points.
F. Elves begin with 2 in 6 Search skill, all others begin with 1 in 6.
G. All characters begin with 1 in 6 Sleight of Hand skill.
H. All characters begin with 1 in 6 Sneak Attack skill.
I. Halflings begin with 5 in 6 Stealth skill, all others begin with 1 in 6.
J. All characters begin with 1 in 6 Tinkering skill.
K. These blank dice are for Referees who introduce new skills into their campaign.
L. Fill-in (and label) one dot for every Cleric spell level able to be cast.
M. Fill in (and label) one dot for every Magic-User spell level able to be cast.
N. Base Attack Bonus is +1 for all classes except Fighters who have a base Attack Bonus of (Level +1, up to a maximum of +10).
O. Mêlée Attack Bonus is Base Attack Bonus plus the character's Strength modifier.
P. Ranged Attack Bonus is Base Attack Bonus plus the character's Dexterity modifier.
Q. Elves are only surprised 1 in 6 (and so should fill in one pip), all other characters are surprised 2 in 6.
R. Mêlée AC is based on a character's armor type plus the character's Dexterity modifier.
S. Ranged AC is one more than Mêlée AC if the character is using a shield.
T. Without Shield AC is the character's normal Mêlée without the shield bonus.
U. Surprised AC is Mêlée without shield or Dexterity modifiers, with a further 2-point penalty.
V. All characters have the Standard Attack Option.
W. Fighters, Dwarfs, and Elves have the +4 Parry option, all others have the +2 parry option.
X. Only Fighters, Dwarfs,and Elves have the Press combat option.
Y. Only Fighters, Dwarfs, and Elves have the Defensive combat option.
Z. Dwarfs ignore the first +1 Enc listing.

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MOVEMENT AND ENCUMBRANCE

Character is wearing chain armor	+1 Point
plate armor	+2 Points
Character is carrying 6 or more different items overall	+1 Point
11 or more different items overall	+1 Point
16 or more different items overall	+1 Point
21 or more different items overall	+1 Point
Character is carrying an oversized item	+1 Point per item

		MOVEMENT PER TURN	MOVEMENT PER ROUND		
POINTS	ENCUMBRANCE	EXPLORATION	COMBAT	RUNNING	MILES PER DAY
0–1	Unencumbered	120'	40'	120'	24
2	Lightly Encumbered	90'	30'	90'	18
3	Heavily Encumbered	60'	20'	60'	12
4	Severely Encumbered	30'	10'	30'	6
5+	Over Encumbered	0'	0'	0'	0

MOUNTS

For every Human or Dwarf riding the animal	+5 Points (plus rider's Encumbrance Points)
Elf riding the animal	+4 Points (plus rider's Encumbrance Points)
Halfling riding the animal	+3 Points (plus rider's Encumbrance Points)
Animal is wearing leather barding	+1 Point
chain barding	+2 Points
plate barding	+3 Points
Animal is pulling a vehicle	–10 Points against vehicle load per axle
Per 5 items that the animal is carrying	+1 Point
A Teamster has packed the animal's load	–5 Points

		MOVEMENT PER TURN	MOVEMENT PER ROUND		
POINTS	ENCUMBRANCE	EXPLORATION	COMBAT	RUNNING	MILES PER DAY
0–10	Unencumbered	240'	80'	240'	48
11–15	Lightly Encumbered	180'	60'	180'	36
16–20	Heavily Encumbered	120'	40'	120'	24
21–25	Severely Encumbered	60'	20'	60'	12
26+	Over Encumbered	0'	0'	0'	0

SAVING THROWS

	LEVEL	PARALYZE	POISON	BREATH	DEVICE	MAGIC
CLERIC	1–4	14	11	16	12	15
	5–8	12	9	14	10	12
	9–12	10	7	12	8	9
	13–16	8	3	8	4	6
	17+	6	2	6	4	5
FIGHTER	0	16	16	16	15	18
	1–3	14	12	15	13	16
	4–6	12	10	13	11	14
	7–9	10	8	9	9	12
	10–12	8	6	7	7	10
	13+	6	4	5	5	8
MAGIC-USER	1–5	13	13	16	13	14
	6–10	11	11	14	11	12
	11–15	9	9	12	9	8
	16–18	6	7	8	5	6
	19+	5	6	7	4	4
SPECIALIST	1–4	14	16	15	14	14
	5–8	11	12	14	13	12
	9–12	9	10	12	11	10
	13–16	7	8	10	9	8
	17+	5	6	8	7	6
DWARF	0	12	10	15	11	14
	1–3	10	8	13	9	12
	4–6	8	6	10	7	10
	7–9	6	4	7	5	8
	10 – 11	4	2	4	3	6
	12+	2	2	2	2	4
ELF	0	15	14	17	15	17
	1–3	13	12	15	13	15
	4–6	11	10	13	11	13
	7–9	9	8	9	9	11
	10–12	7	6	7	7	9
	13–16	5	4	5	5	7
	17+	3	3	3	3	5
HALFLING	0	12	10	15	11	14
	1	10	8	13	9	12
	2–3	8	6	10	7	10
	4–5	6	4	7	5	8
	6–7	4	2	4	3	6
	8+	2	2	2	2	4
	LEVEL	PARALYZE	POISON	BREATH	DEVICE	MAGIC

MÊLÉE WEAPONS

ITEM	DMG
Cestus	1d3
Garrote	1d6
Lance	1d10
Mancatcher	–
Polearm	1d8
Rapier	1d8
Spear	1d6
Staff	1d4
Weapon, Great	1d10
Weapon, Medium	1d8
Weapon, Minor	1d4
Weapon, Small	1d6
Whip	1d3

ATTACK BONUS

FIGHTER	OTHERS	AB
0	0	+0
–	1+	+1
1		+2
2		+3
3		+4
4		+5
5		+6
6		+7
7		+8
8		+9
9+		+10

MISSILE WEAPONS

ITEM	DMG	SHORT	MEDIUM	LONG
Blowgun	–	< 20'	< 50'	< 80'
Bow, Long	1d6	< 50'	< 600'	< 900'
Bow, Short	1d6	< 50'	< 300'	< 450'
Crossbow, Heavy	1d8	< 50'	< 200'	< 600'
Crossbow, Light	1d6	< 50'	< 150'	< 400'
Rock	1d2	< 10'	< 20'	< 30'
Sling	1d4	< 50'	< 300'	< 450'
Dart	1d4	< 10'	< 20'	< 30'
Spear	1d6	< 10'	< 20'	< 60'
Other Thrown Weapon		< 10'	< 20'	< 30'

ARMOR

ITEM	AC
None	12
Leather	14
Chain	16
Plate	18
Shield	+1 AC in Mêlèe +2 AC vs. Missiles

COVER

AMOUNT	AC BONUS
25%	+2
50%	+4
75%	+7
90%	+10

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